SLENDYTUBBIES

THEY'RE COMING

ARCHIVES

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Introduction

Hello and welcome to «Slendytubbies: They're Coming Archives». This E-Book contains various art, renders and in-game screenshots that were made during the development of the game.

Our team has been working on this game from 2016 up until 2024. Recently we've decided to stop working on «Slendytubbies» games altogether. We've always done everything for free in our spare time and at some point, the amount of work that was required to be done was no longer sustainable for our team. Additionally, during many revisions we've done of the game's story and setting, it started to resemble «Slendytubbies» only in its title. At that point it made sense for us to abandon Teletubbies setting entirely and to focus on our own ideas instead.

Currently, we do have plans for a new game. It will not feature any Teletubbies in it, probably will have a different name, but it might feature content presented in this book. But that game won't happen any time soon, which is why we want to share ideas and concepts we have. We think they are rather cool!

Enjoy,
HostGame Studio

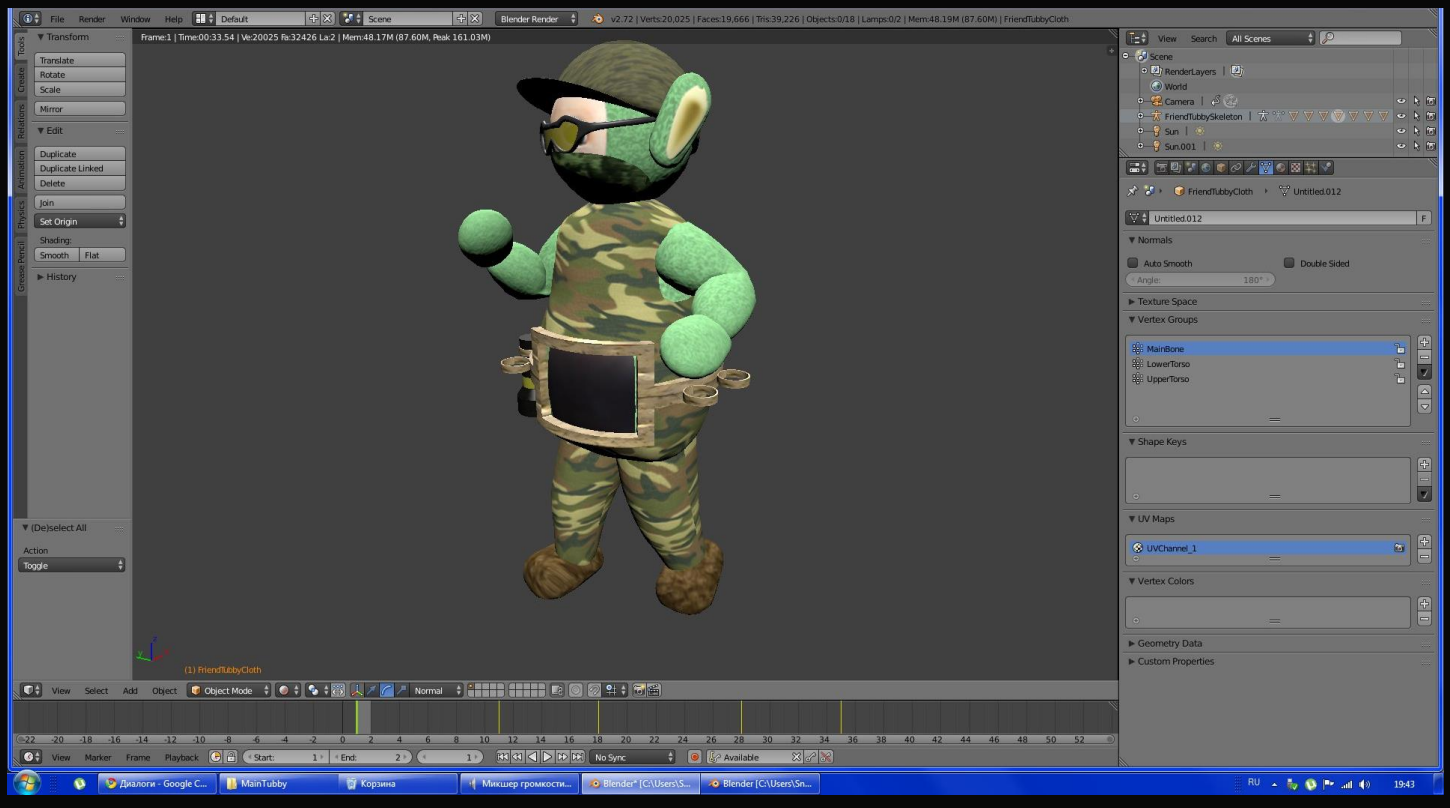
Slendytubbies: They're Coming (2016)

Here's a fun fact. Initially «They're Coming» was not a game. We were going to make an animated series. Well for a few days anyway, before deciding to make a game after all. Also, Alf's name used to be Ralf.

The game started with this main menu render made by Sergerado. It was going to be a game with 2 campaigns following Phil and Alf. Storylines were going to cross paths multiple times etc.

«Main Menu (Render)»

«Earliest RAlf model»



«Earliest Phil model»

«Earliest Mike model»

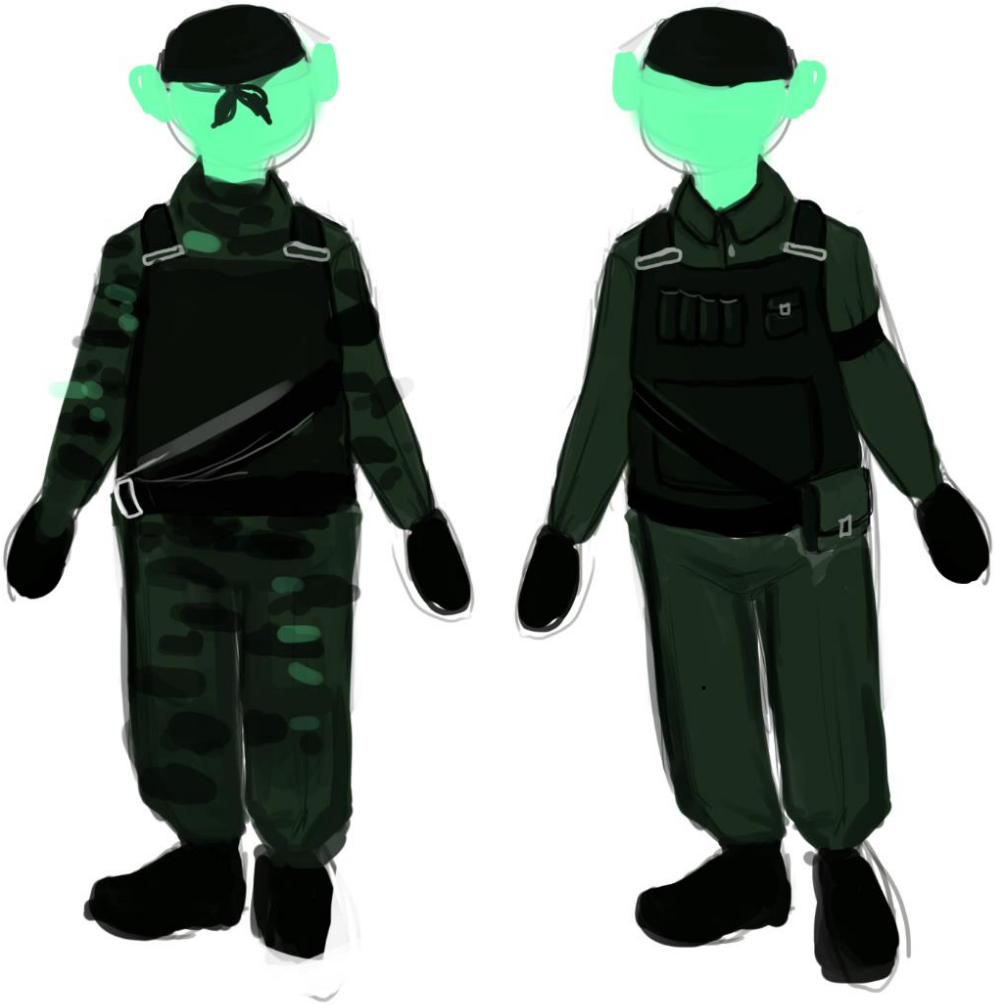
«Game screenshot (2016)»

«Game screenshot (2016)»

Slendytubbies: They're Coming (2018)

Characters

«Phil Concept»



«Phil Concept»

«Phil's Redesign (2020)»

«Lala & Po Photographs»

Yellow straps that supports the metal plates
Metal Plates for protection
Dark Gray Cargo Trousers
Black Boots
COLOURS
ALEX FASIE

«TSF Uniform»

«Project Newborn personnel»

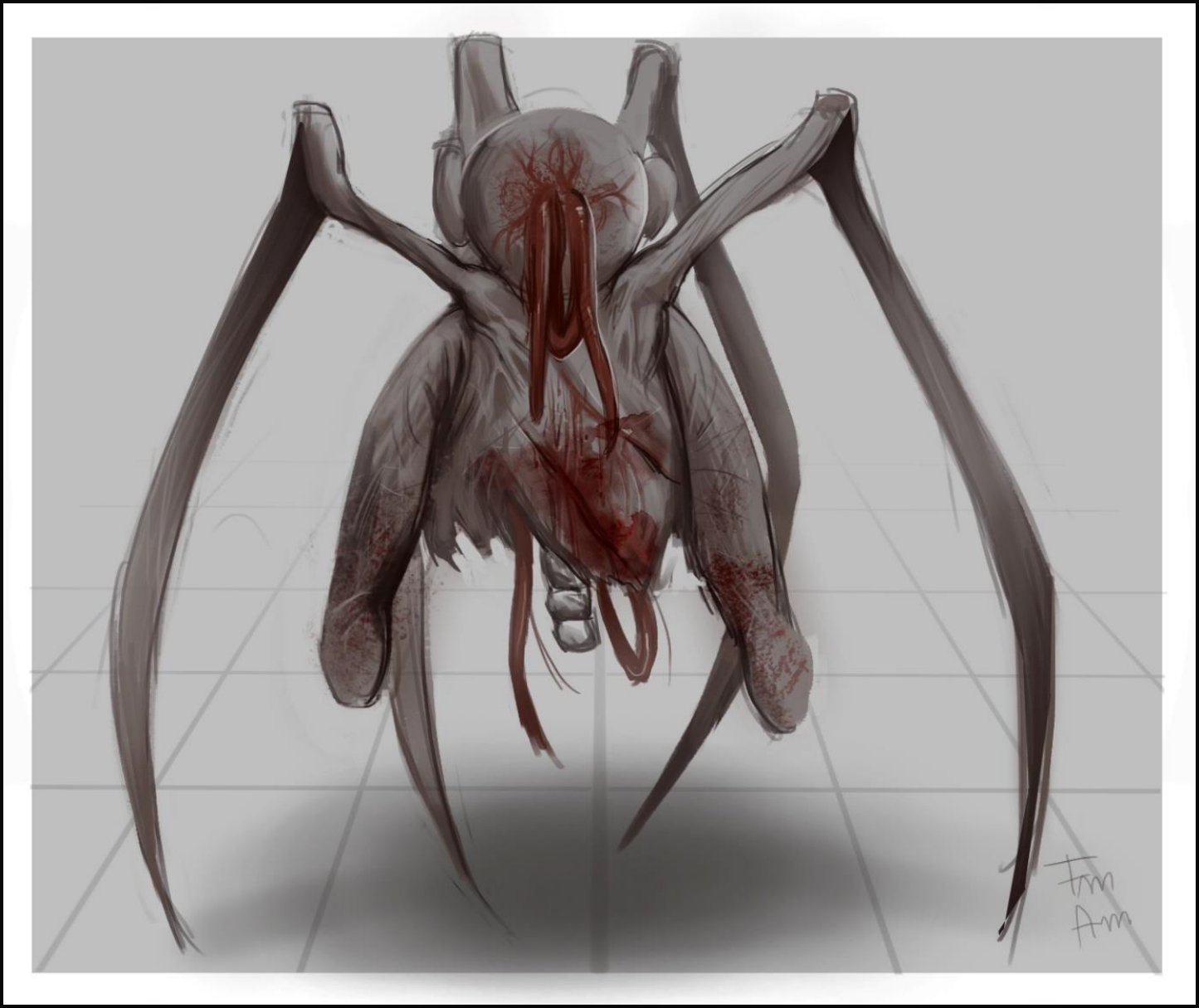
«Project Newborn scientist»

Enemies

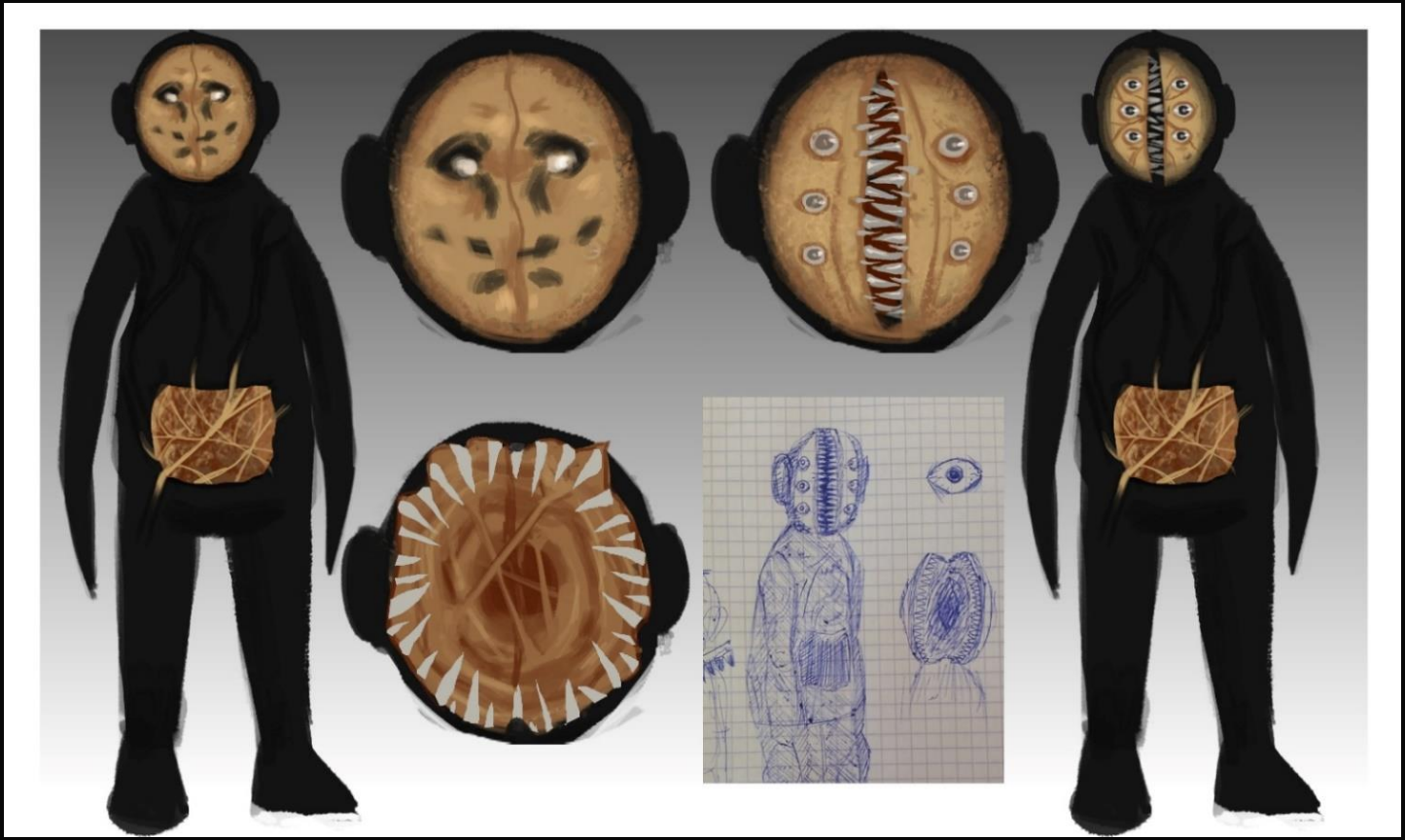
Tinky was supposed to appear later in the game in a mutated state. He would attach Alf's arm onto himself.

«Mutaspide»

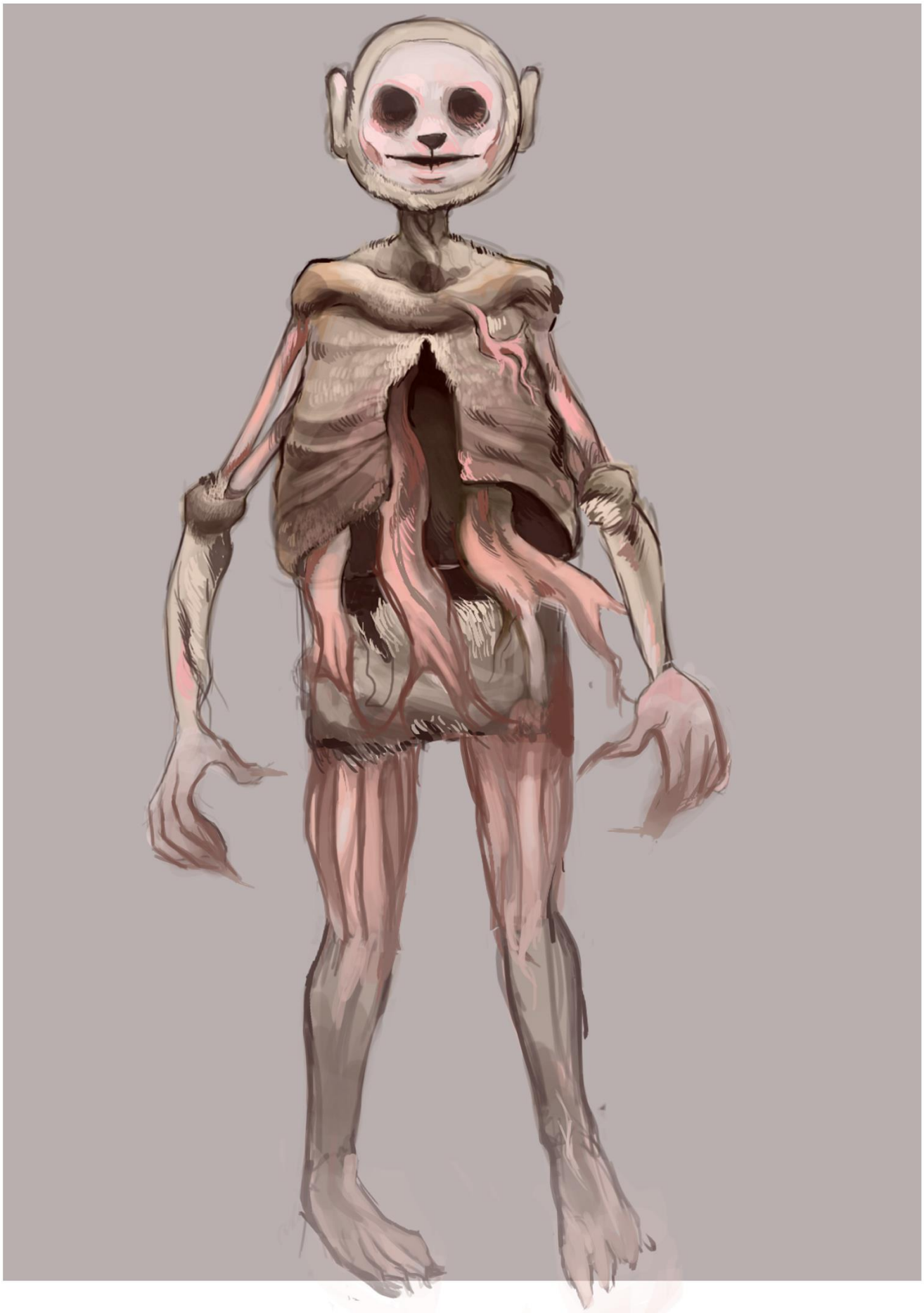
«Mutaspide from the trailer»



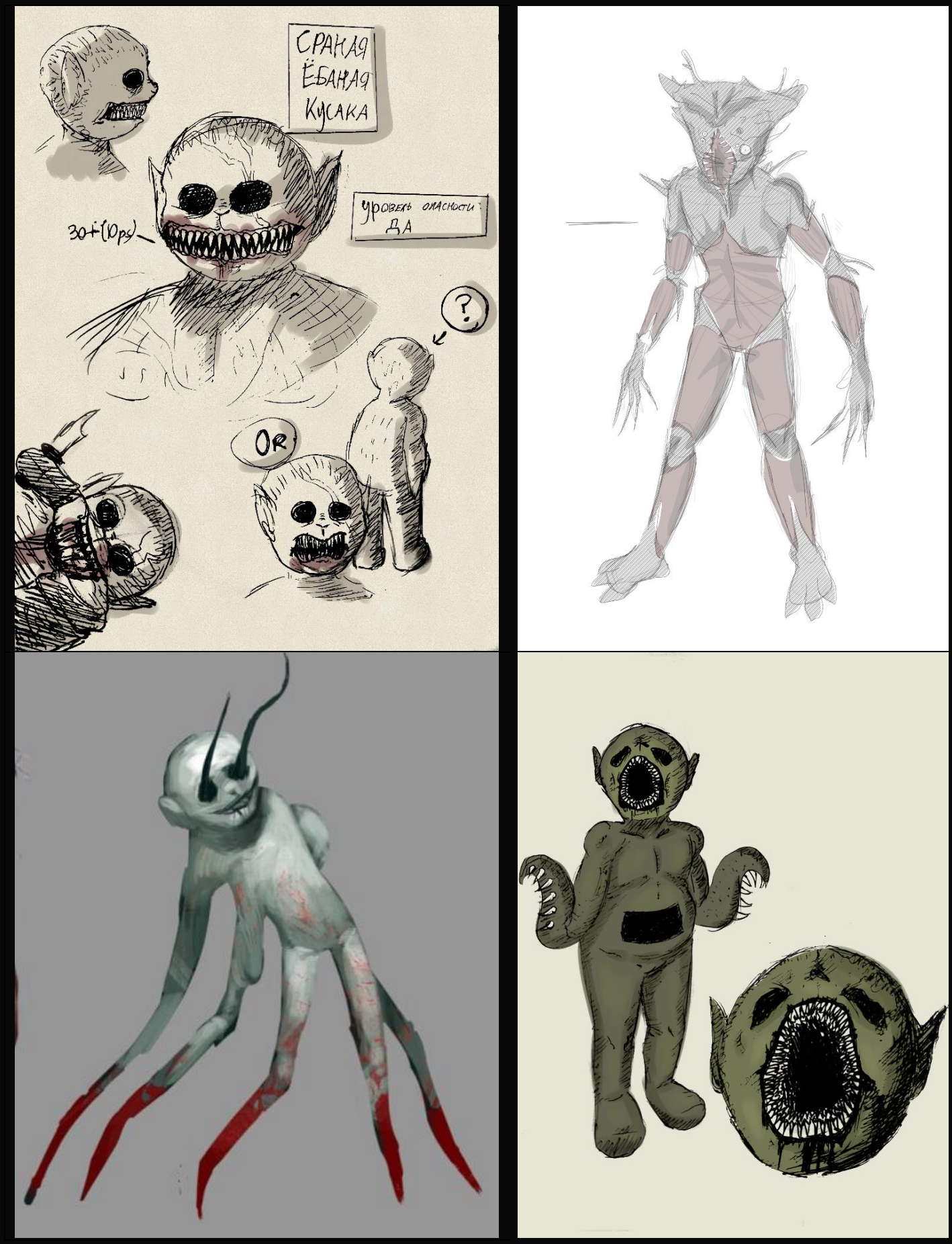
«Dream Spider»



«Split-Face»



«Untitled»



«Various monster concepts»

«Screamer»

«Tinky Winky redesign»

«Minion»

«Seeker»

«Seeker»

«Project Newborn mercenary»

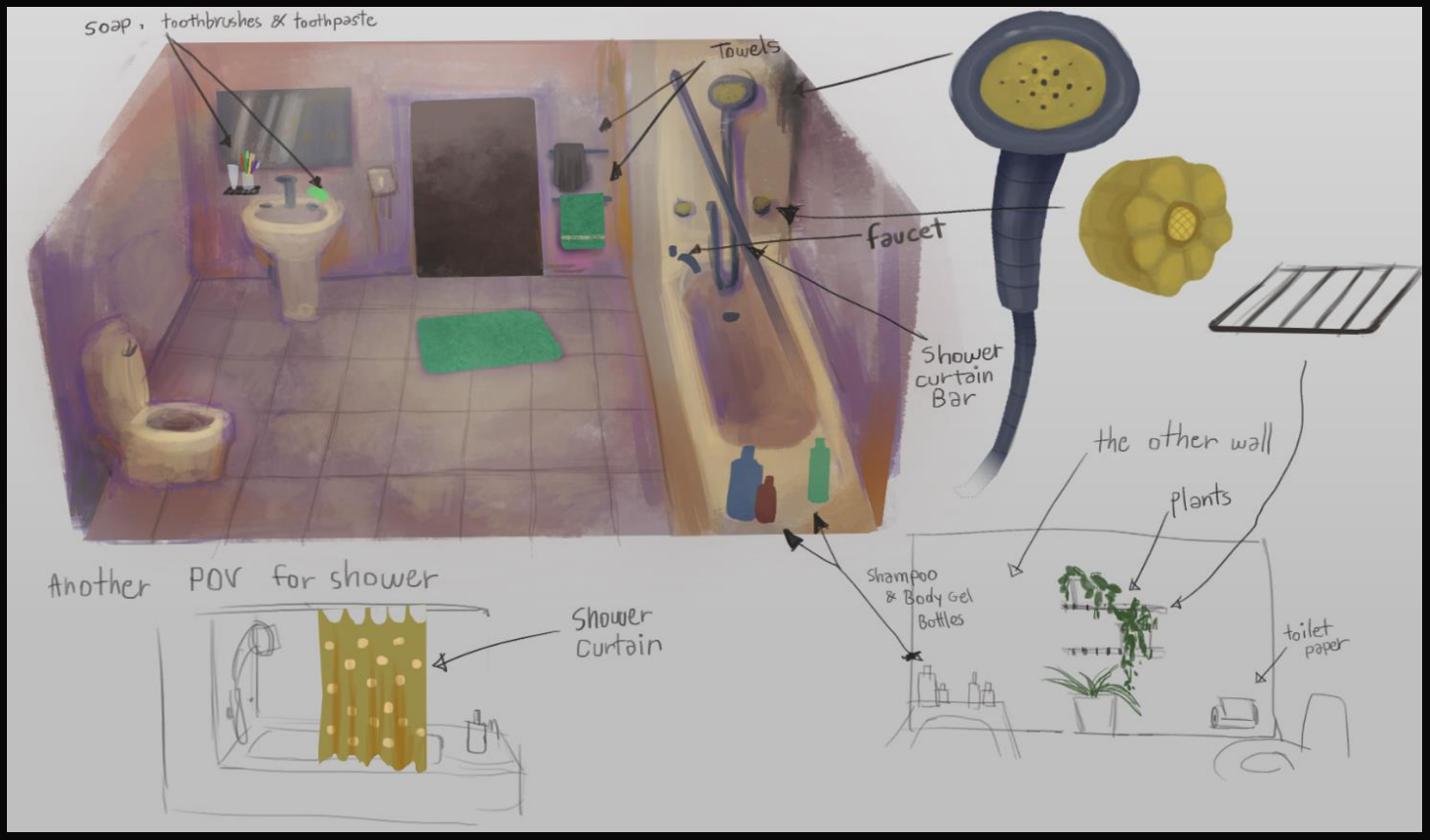
«Project Newborn mercenary»

«Mercenaries leader»

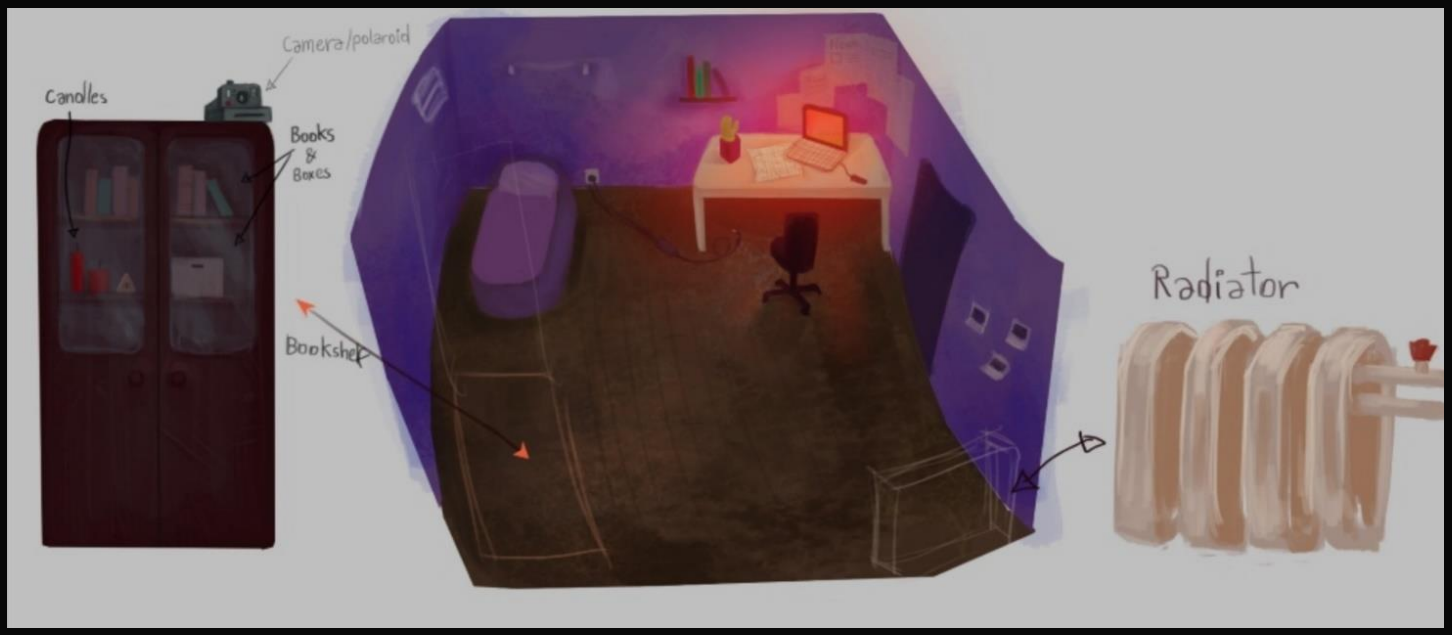
Environments

After 2018 Demo ends, Phil and Po were supposed to go back into Teletubby House. There was a basement that eventually leads to the lab.

We've later remade it into a circular area with 1 room dedicated to each of the main 4. Each room also had a puzzle to solve.



BFF
SLENDYTUBBIES
THEY'RE COMING


Camera/polaroid
Candles
Books & Boxes
Bookshelf
Radiator

,125
OFF
X
Y
Z
3D
y
z
x
Persp

,125
OFF
X
Y
Z
3D
y
z
Persp

,125
OFF
X
Y
Z
3D
y
z
Persp
WELCOME

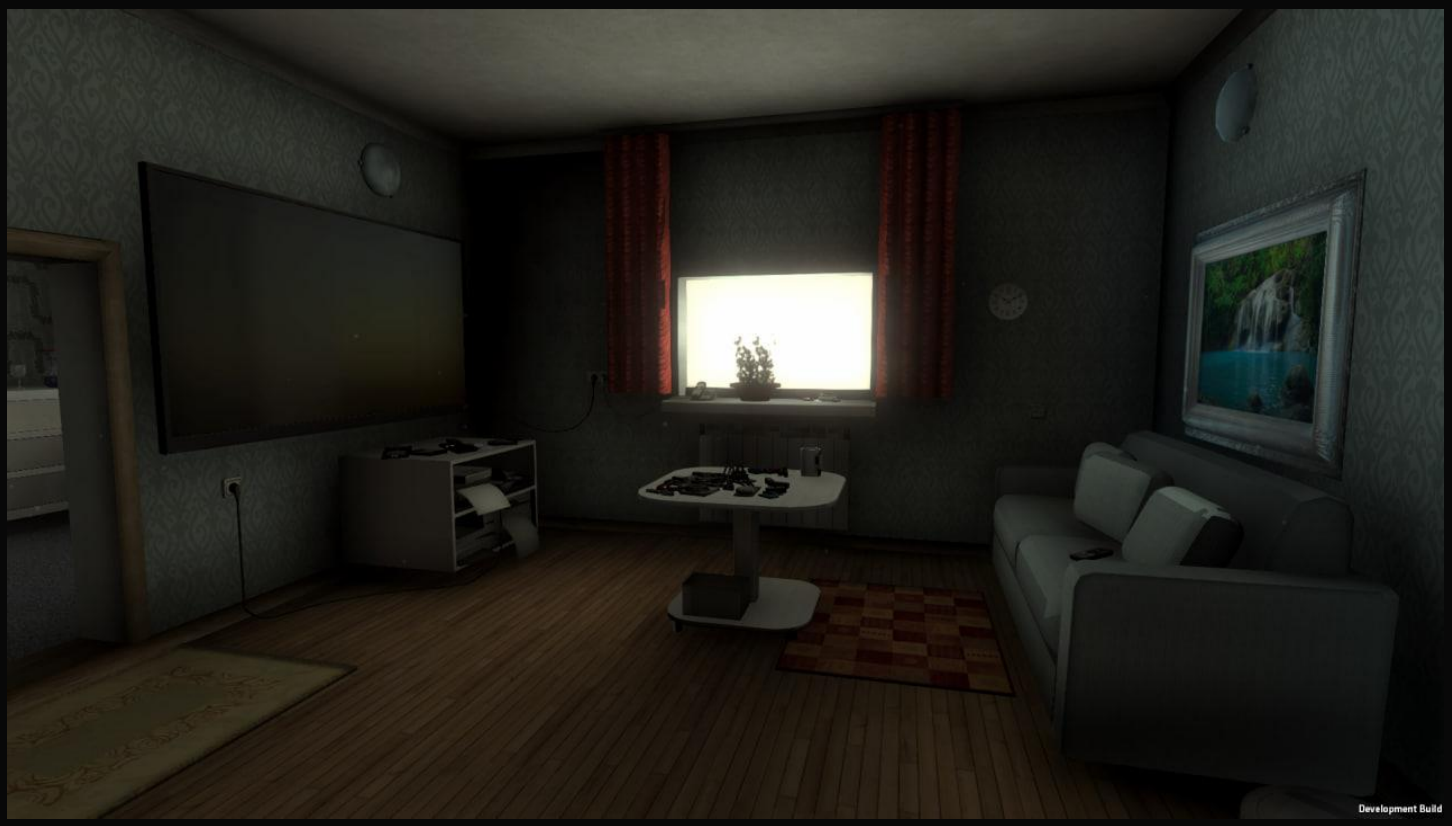
There used to be a sewer level, although cut pretty early.

Before «Project Newborn» lab there was a cave level.

«Cave level environment concept»

«Early prototype map»

Phil's apartment was a prologue level. It is a dream Alf later wakes you up from.

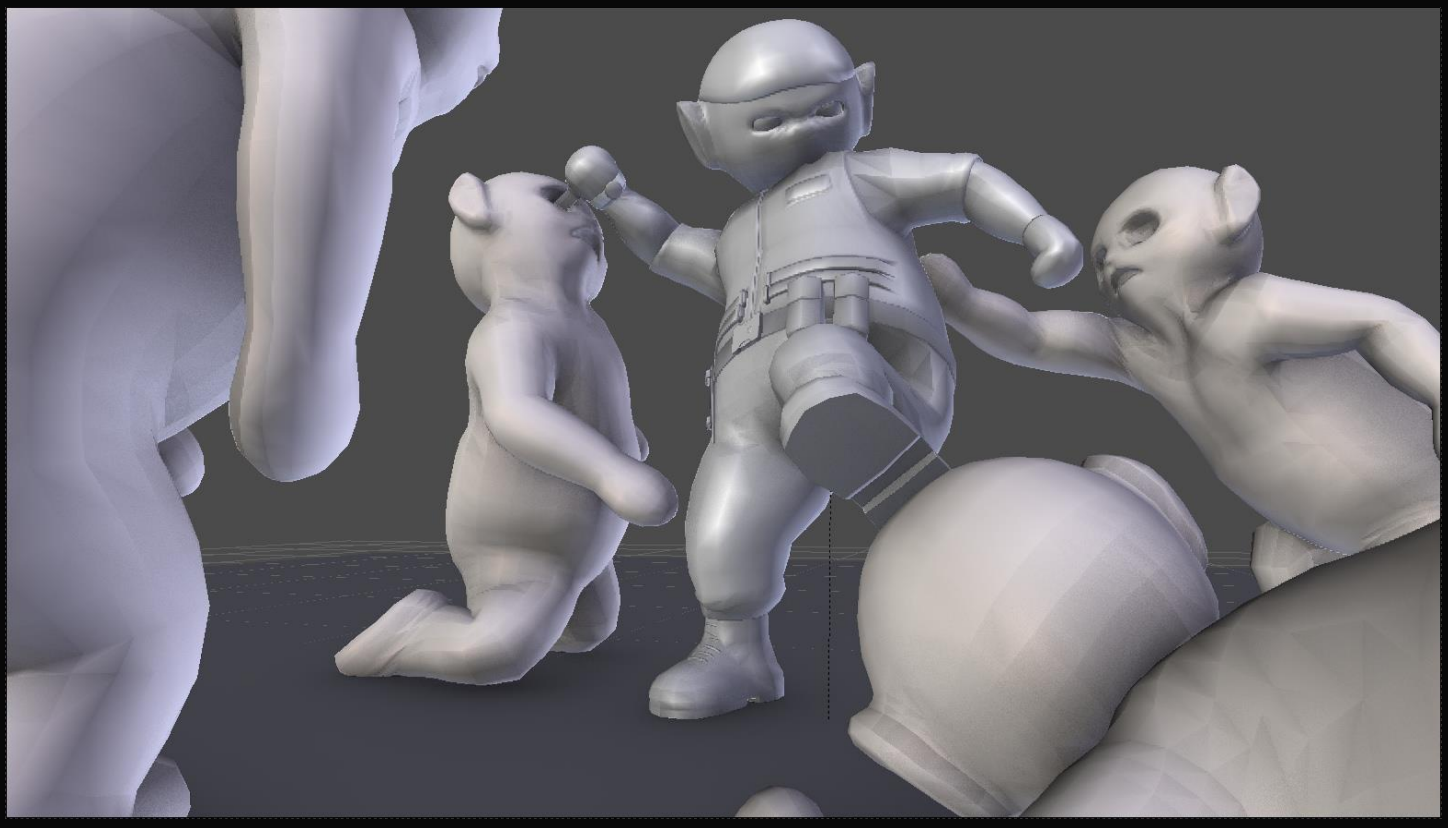

Development Build

Various

«Final Scene»

«Untitled»

«Teletubby Land Props»

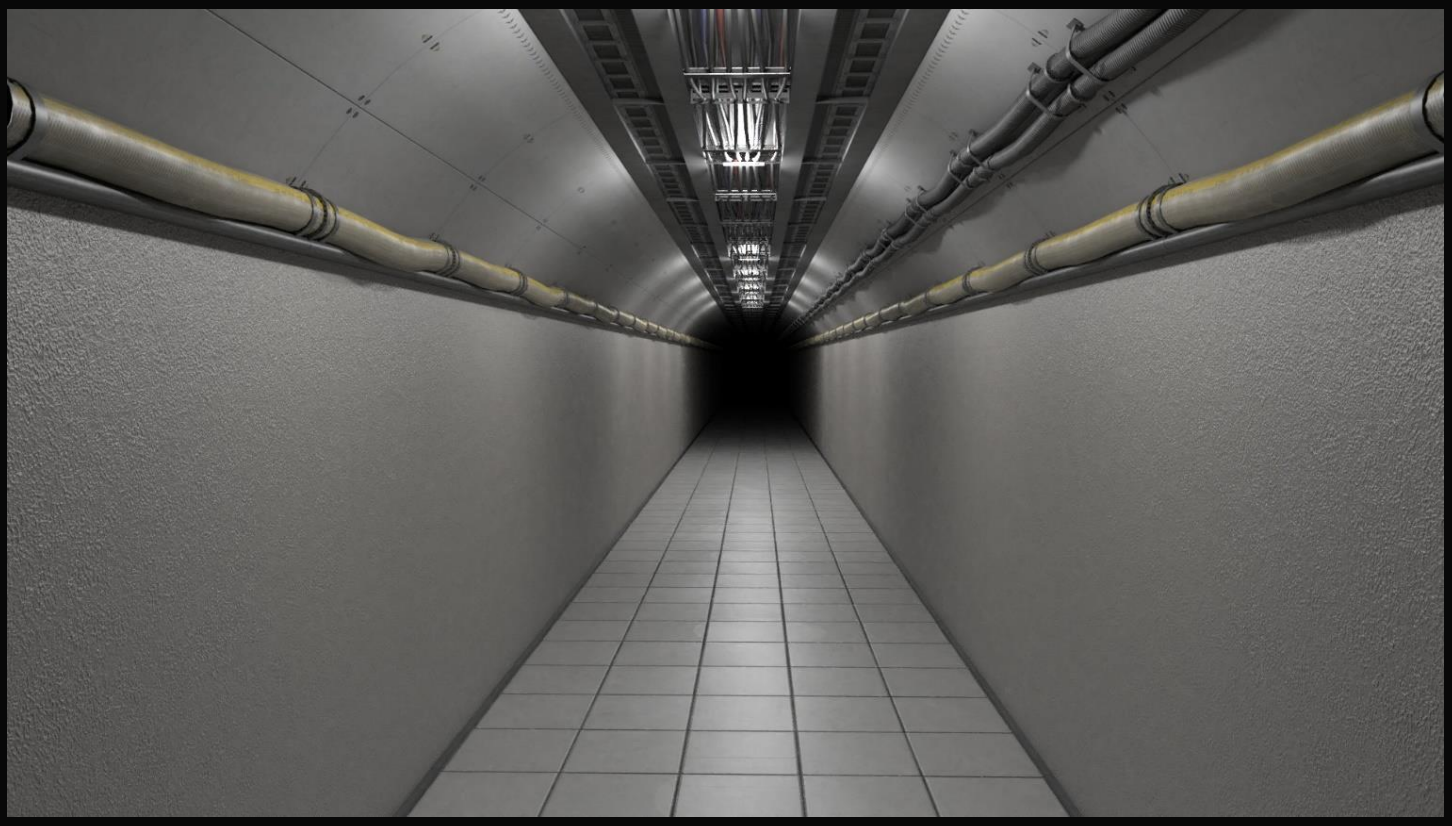


«Newborn Slayer :)»

Slendytubbies: They're Coming «Demo 2»

At some point we were reworking how the lab would look like. We also decided that it could be a good idea to release something for once, so we started working on a second game demo, that would be set in the Project Newborn lab.

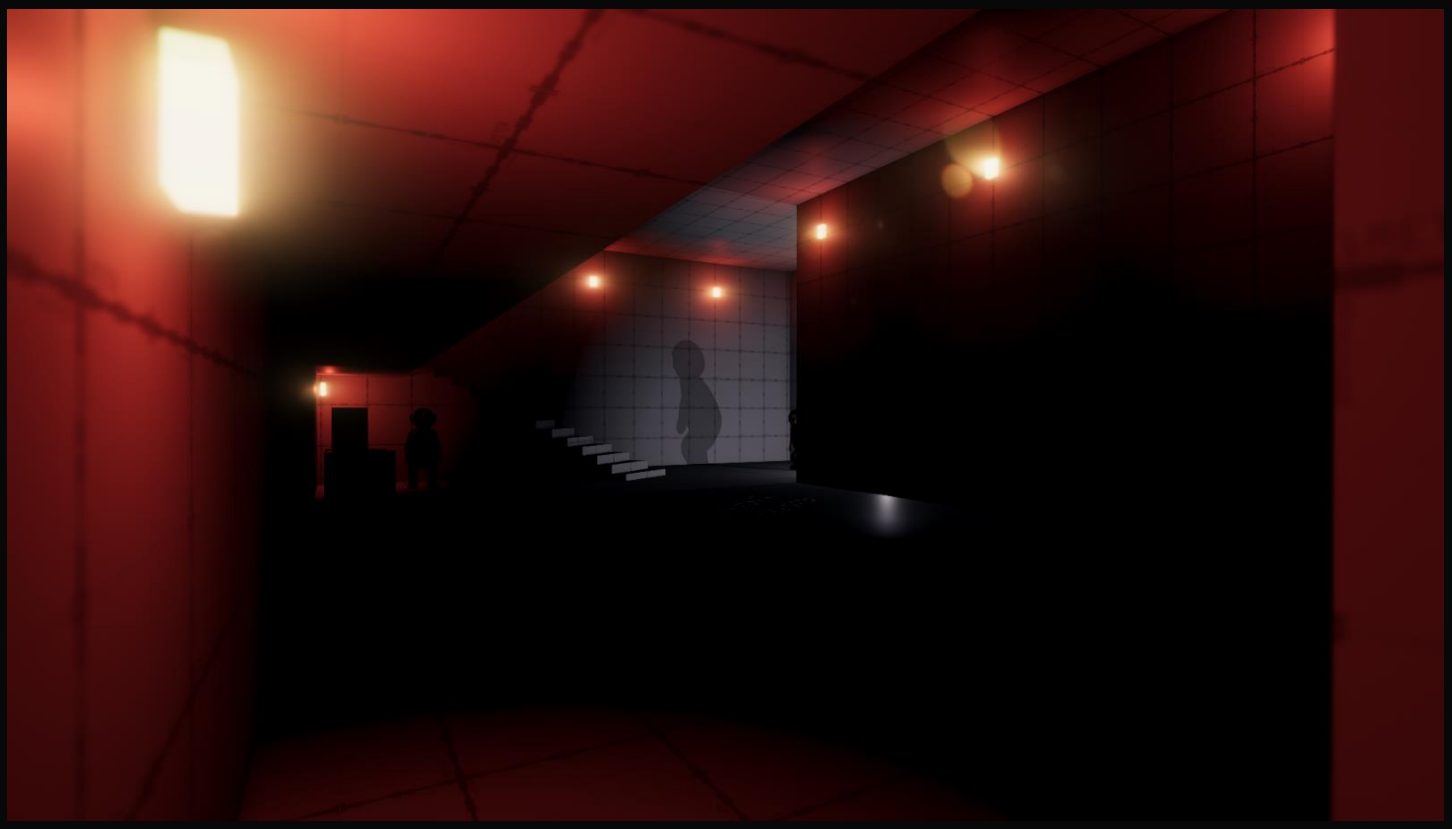
«Lab concept»



«Reworked lab (Render)»

«Demo 2 layout»

«Demo 2 prototype screenshot»



«Demo 2 prototype screenshot»

«Demo 2 prototype screenshot»

Slendytubbies: Serenity (2021)

So, after we'd realized that Demo 2 wasn't going to work, we threw the whole game away and started from scratch. Almost. We wanted to move away from normal Slendytubbies setting even further, because we felt it was putting too much constraints on what we could achieve. We've decided to set the game in 1960s. There was no more Teletubby Land, Teletubby House or Project Newborn lab. We've even changed the name internally.

Hence why our discord server icon became different by the way

Characters

«Phil concepts»

«Alf»

«Alf»

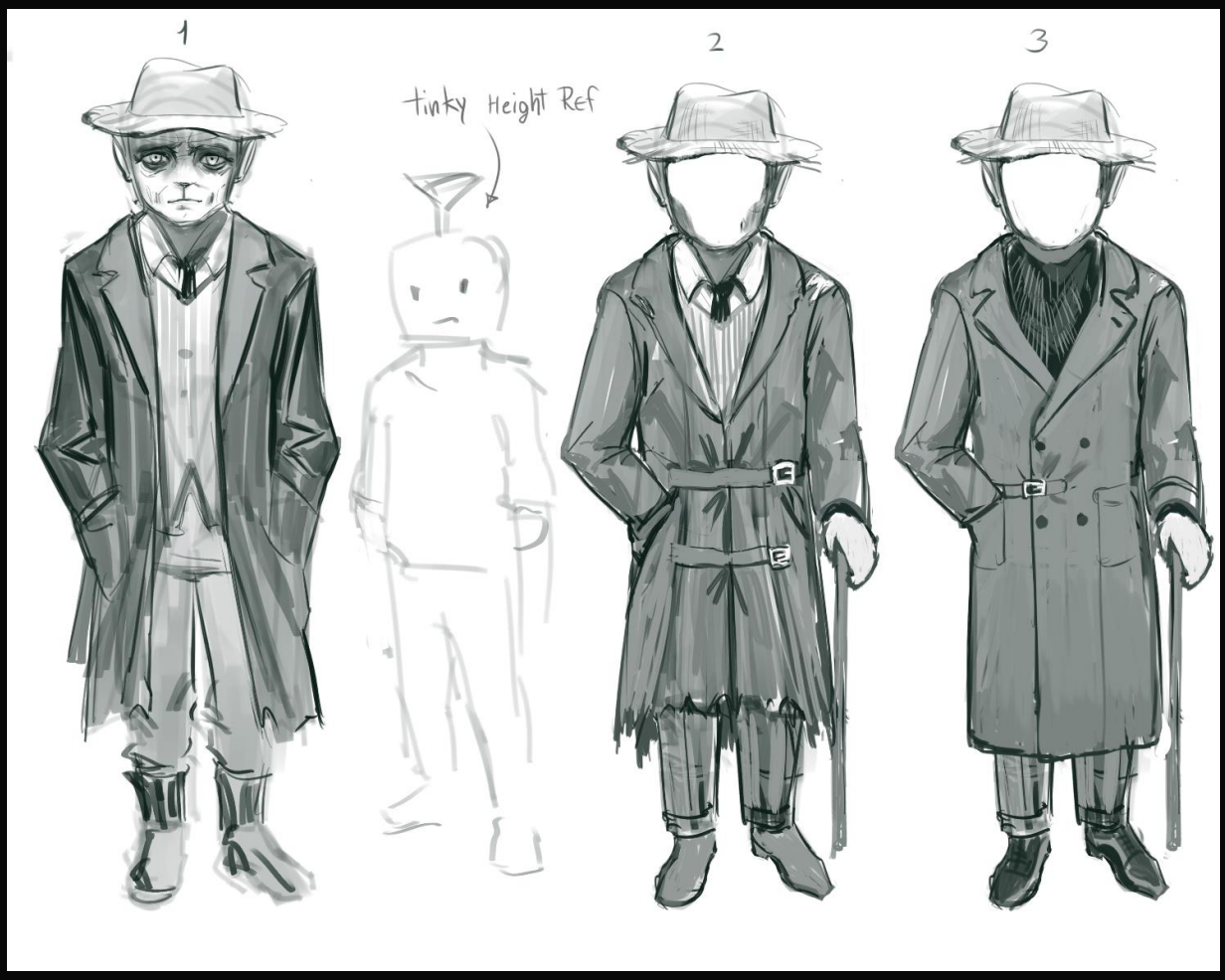
«Mike»

«Mike»

«Ро»

«Laa-Laa»

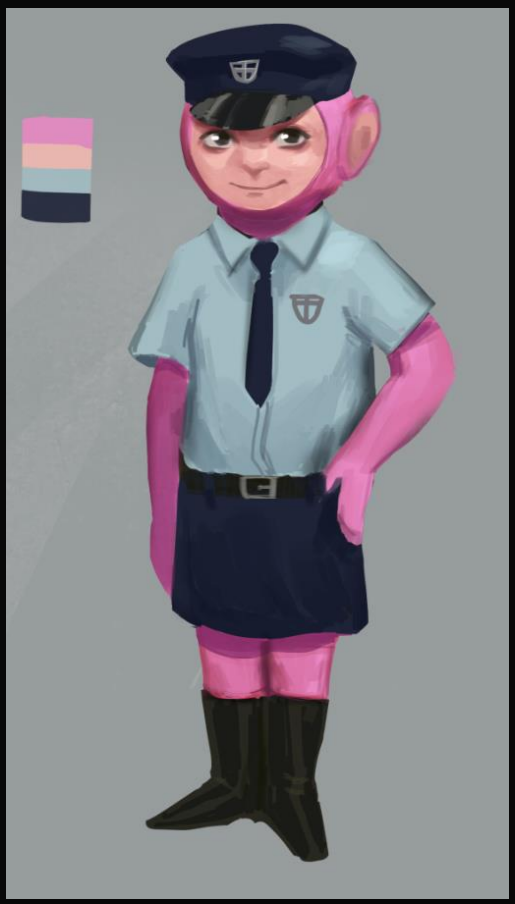
«Old Man»



«Old Man»

«Old Man»

«Police»



«Police»

«Phil & Po»

«Tourists»

«Phil (Render)»

«Alf (Render)»

«Mike (Render)»

«Tinky (Render)»

«Dipsy (Render)»

«Laa-Laa (Preview)»

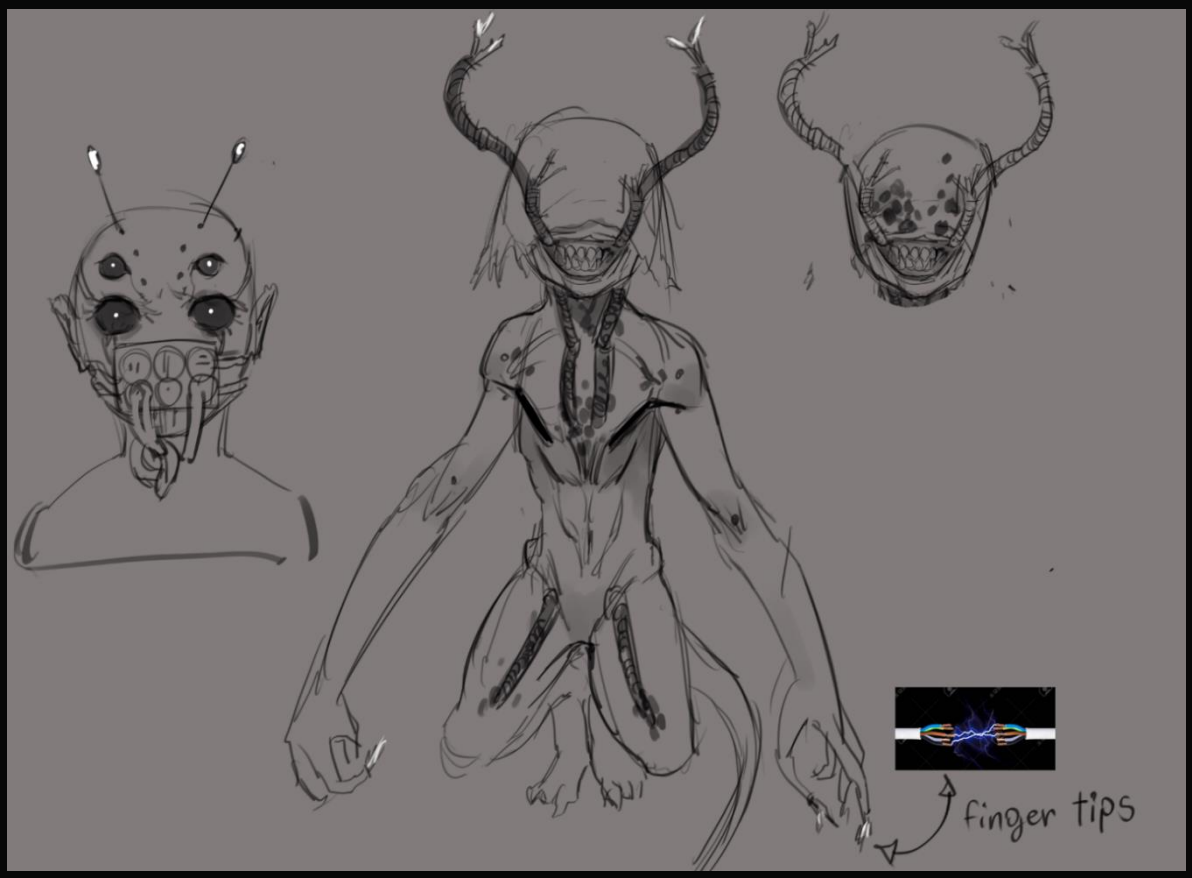
«Po (Render)»

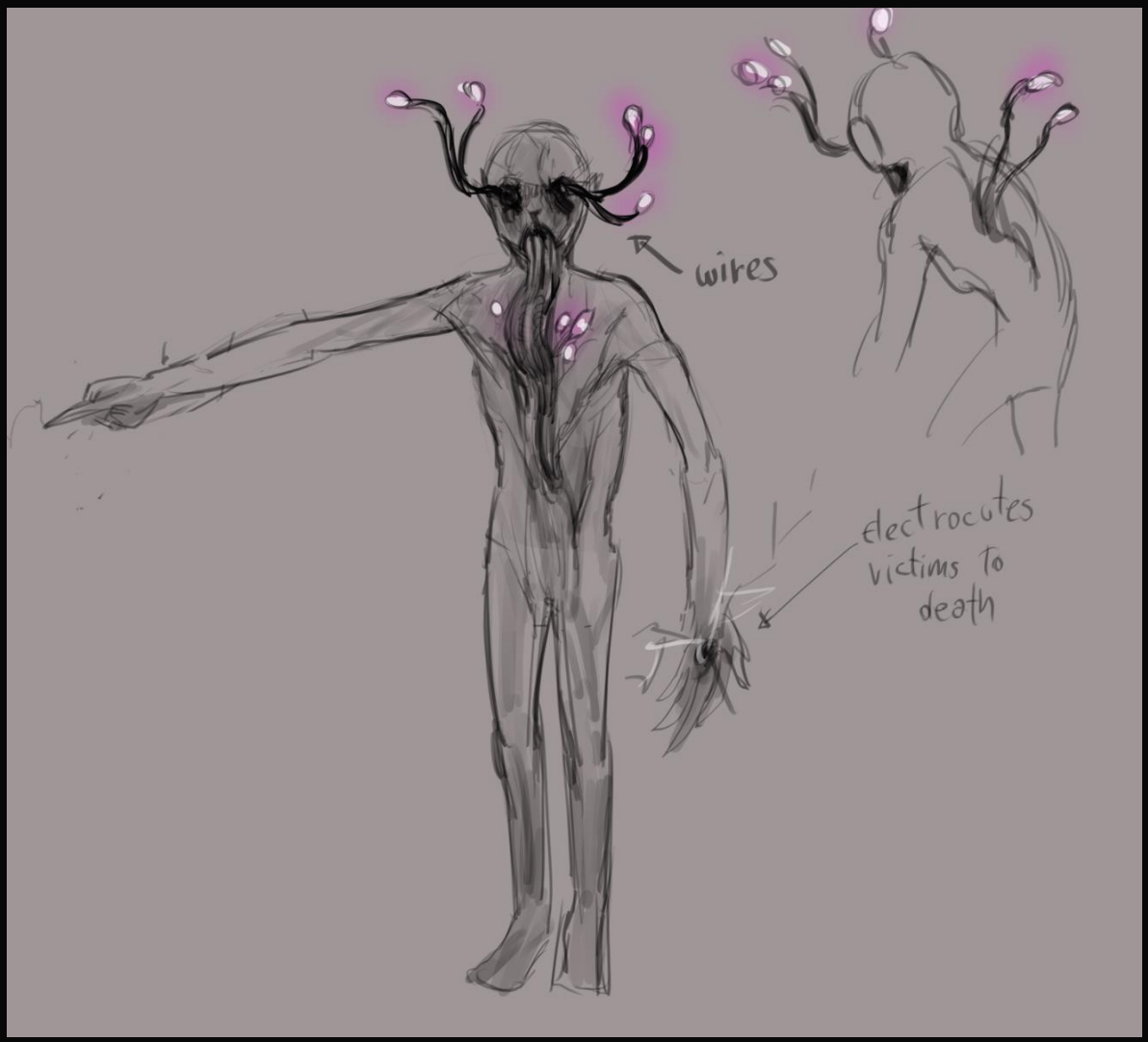
«Police officers»

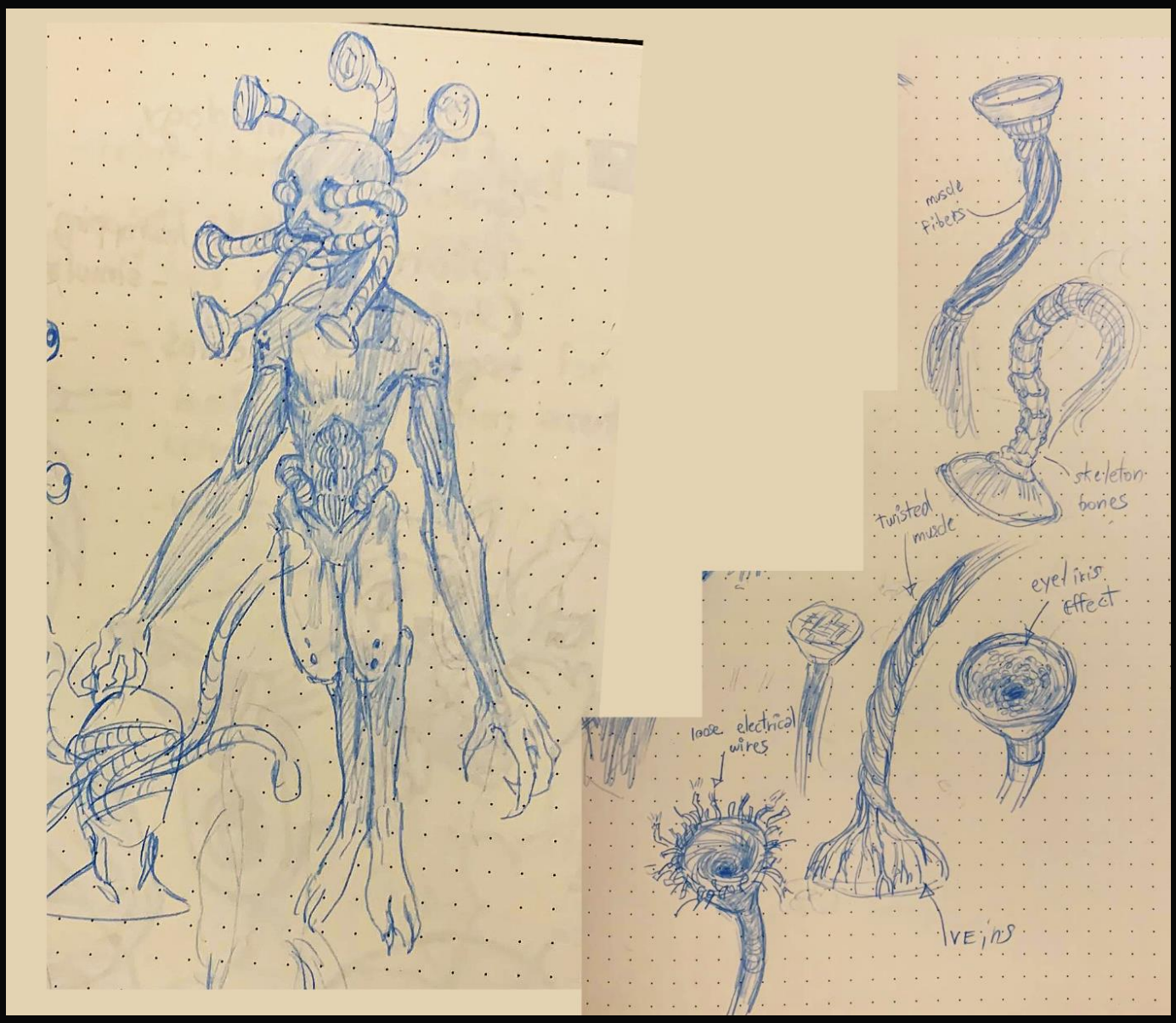
Enemies

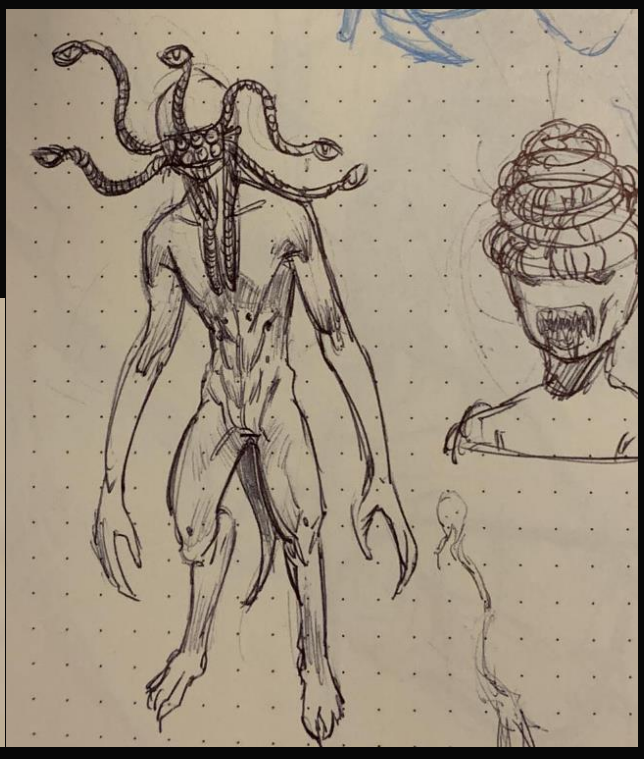
«Static Figure»

«Stalker»


finger tips


wires
electrocutes victims to death

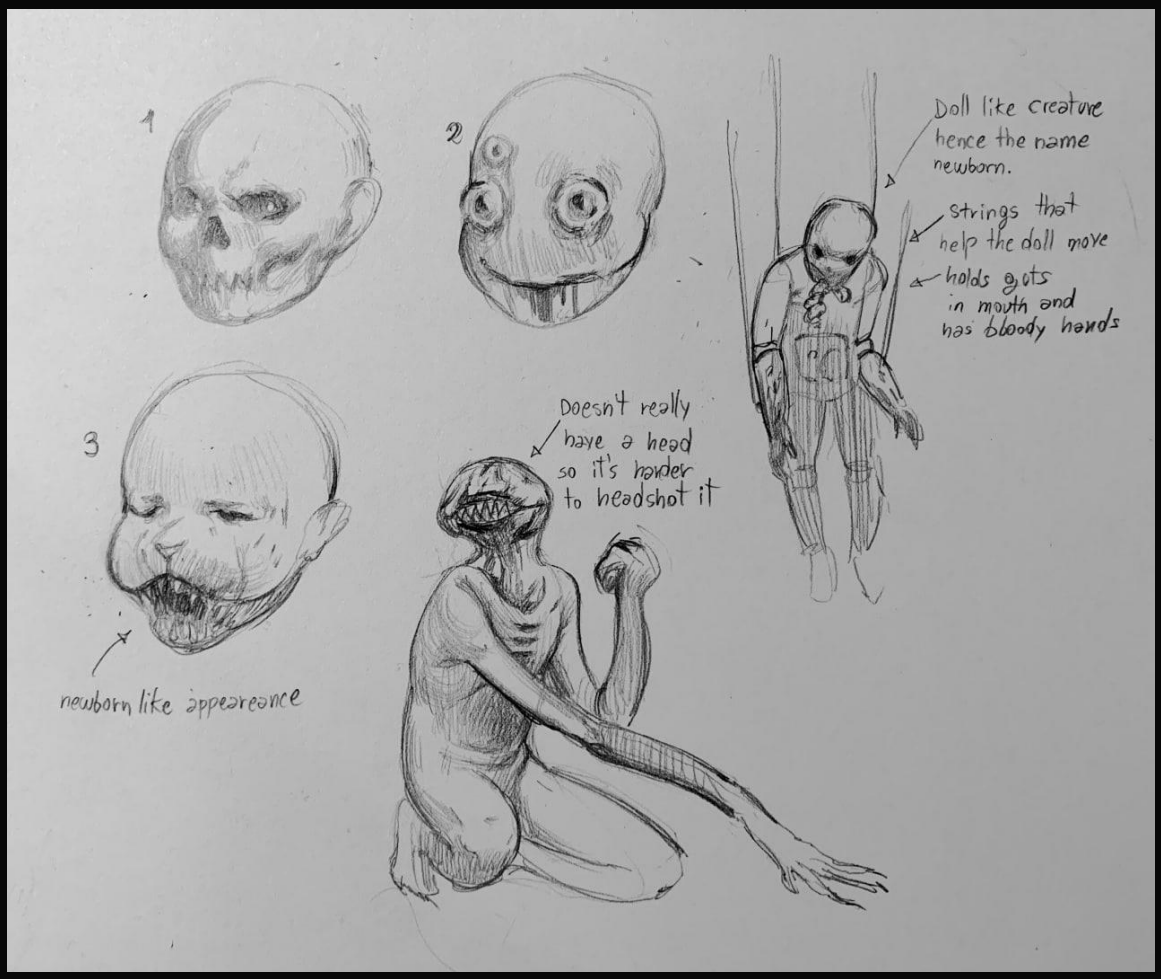

muscle fibers
skeleton bones
twisted muscle
eyel iris effect
loose electrical wires
VEins



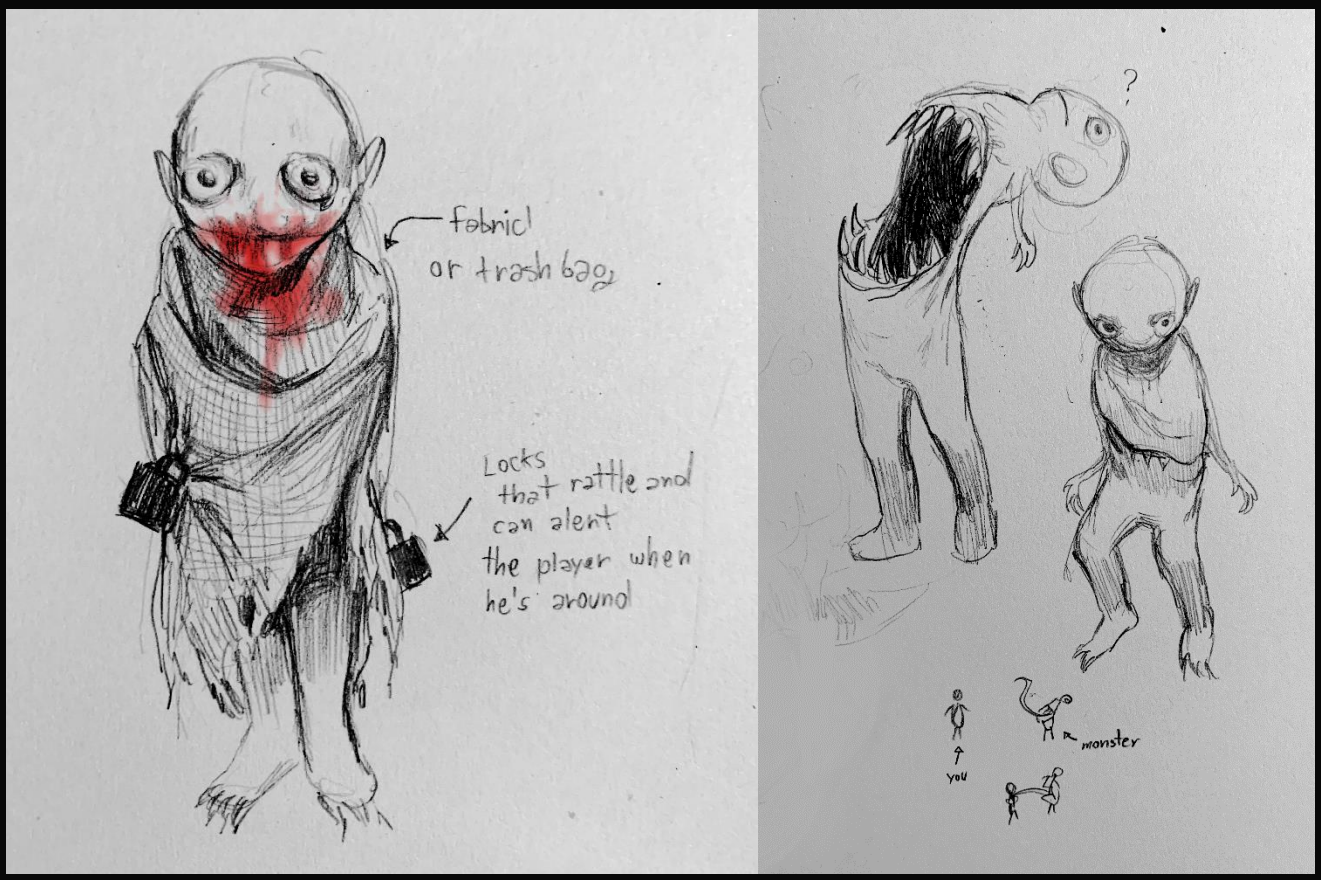
«Stalker»

There were way too many attempts at redesigning newborns.

«Newborn»


1
2
3
Doll like creature hence the name newborn.
strings that help the doll move
holds guts in mouth and has bloody hands
Doesn't really have a head so it's harder to headshot it
newborn like appearence

«Newborn redesigns»



«Thousands of them»

«Also a newborn redesign»

«Glowing newborn»

«Priest»

«Laa-Laa (Monster form)»

«Seeker»

1
2
3
4

«The Seeker»

«End»

«Static Figure (Render)»

«Old & new newborn models in game»

Environment

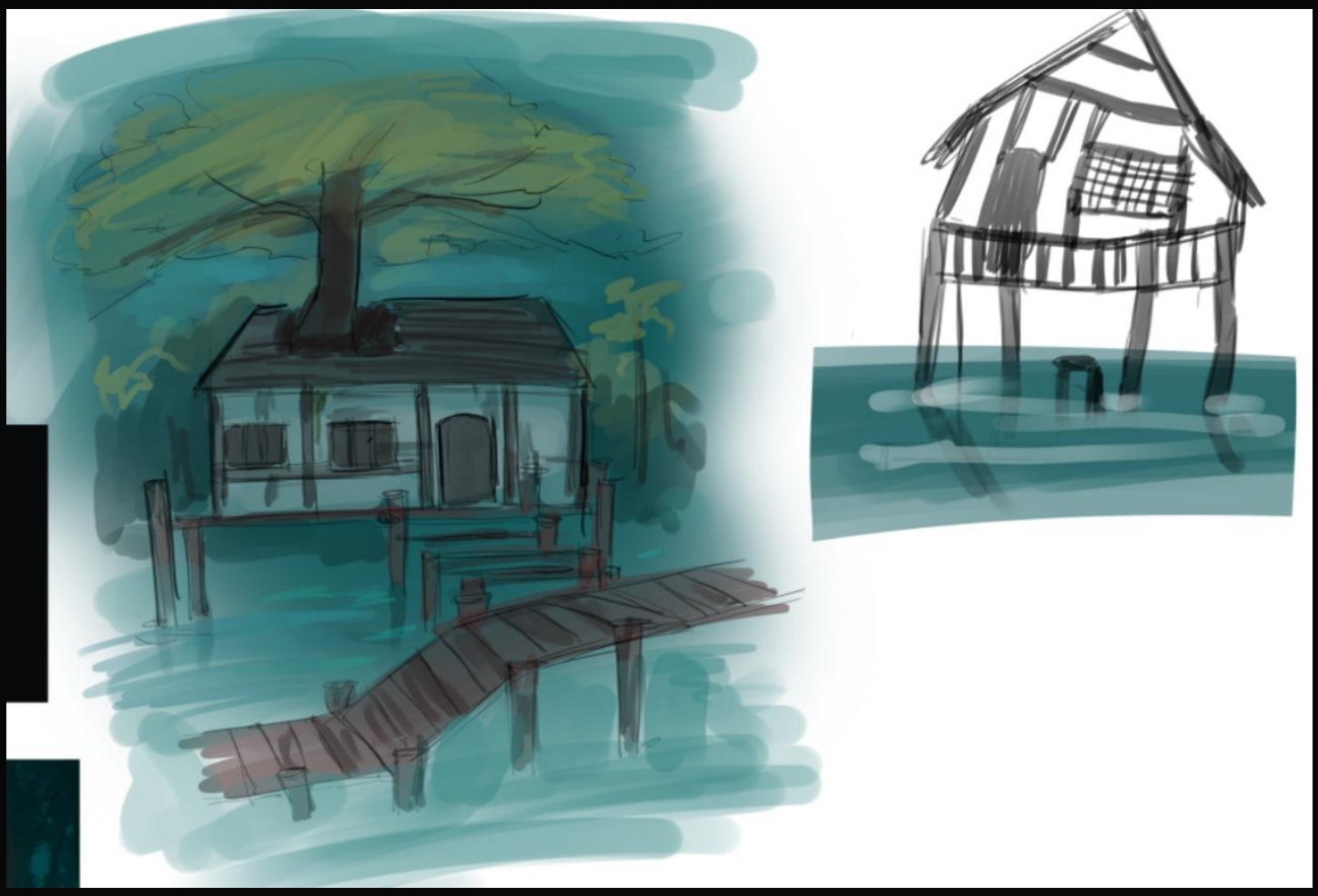
«Village concept»

«Village church concept»

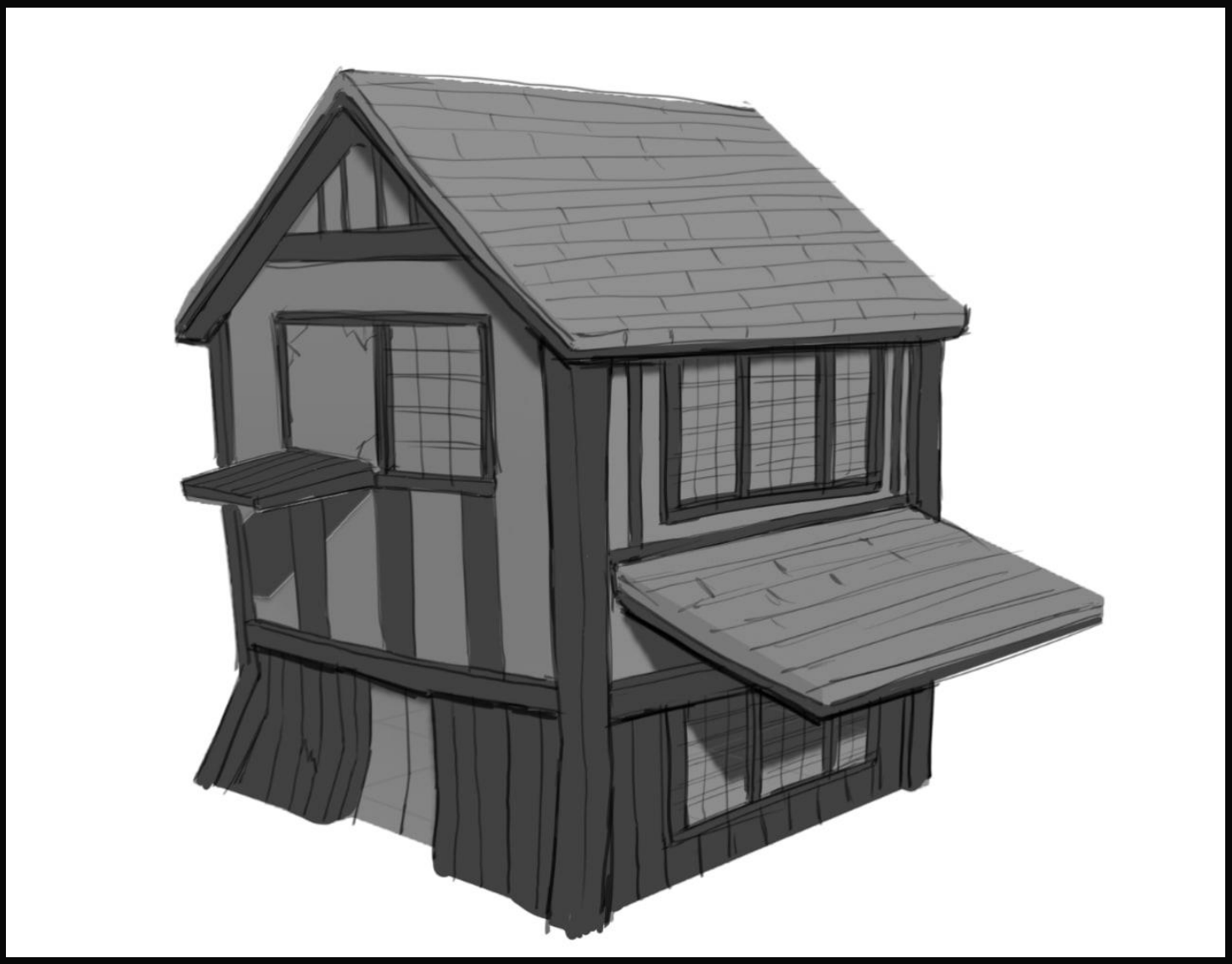
«Village church concept»

«Swamp environment art»

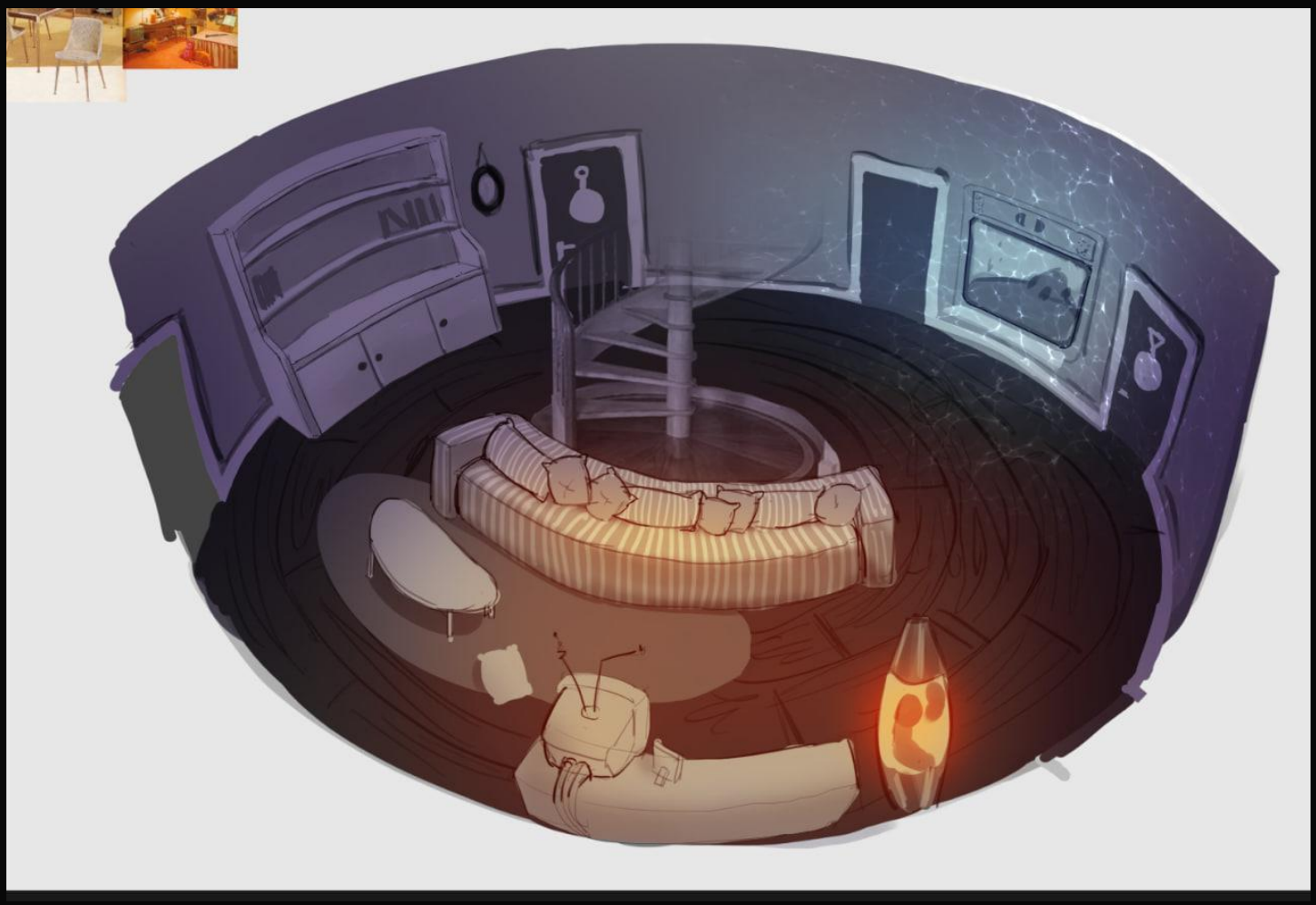
«Swamp environment art»



«Swamp architecture concept»

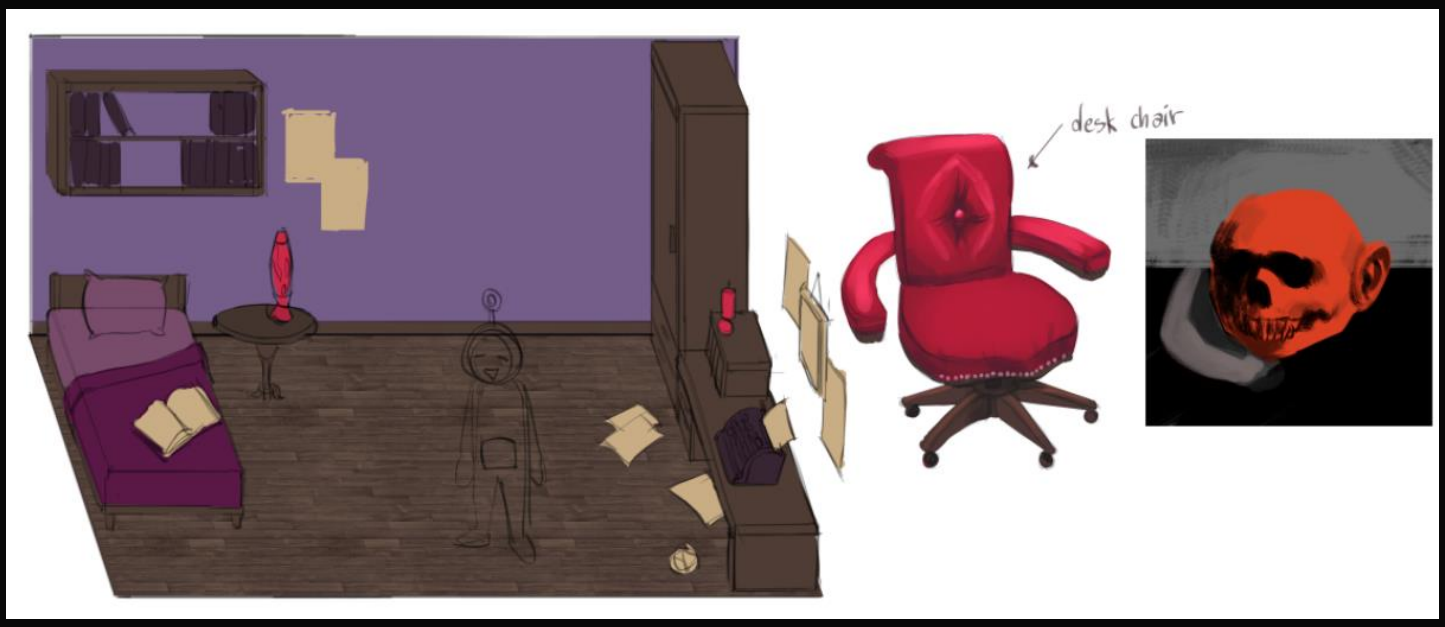


«Swamp architecture concept»

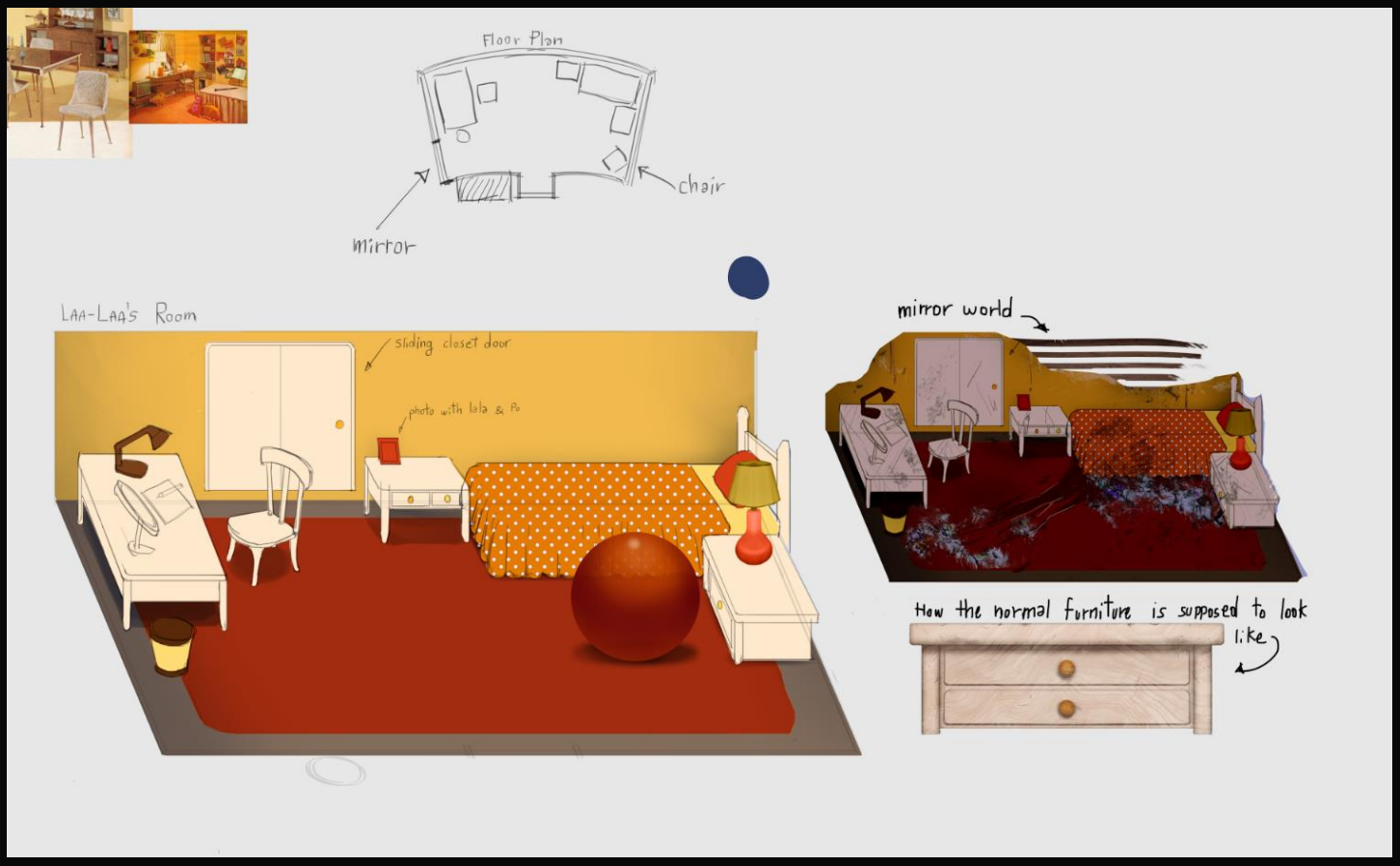


«Teletubby Basement 2.0»

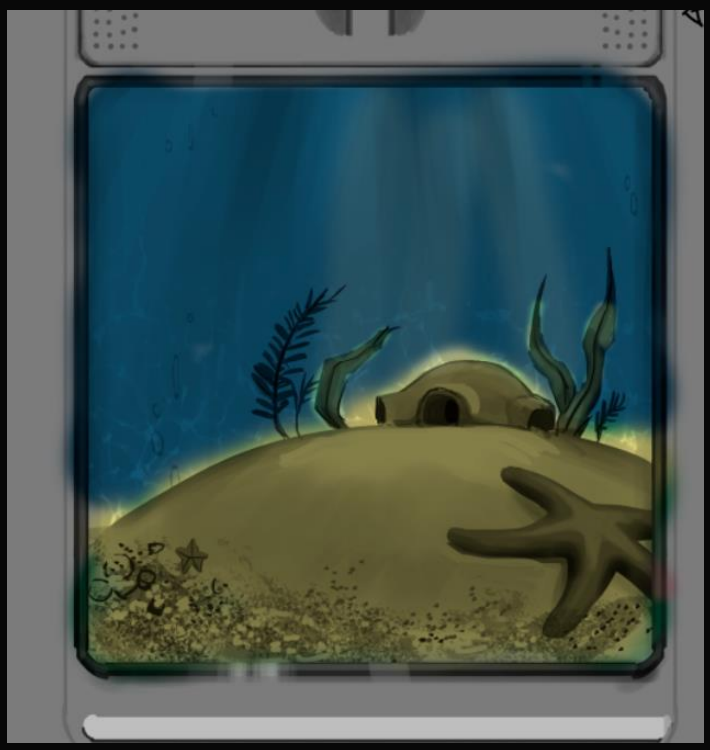
«Teletubby Basement 2.0: Dipsy's room»



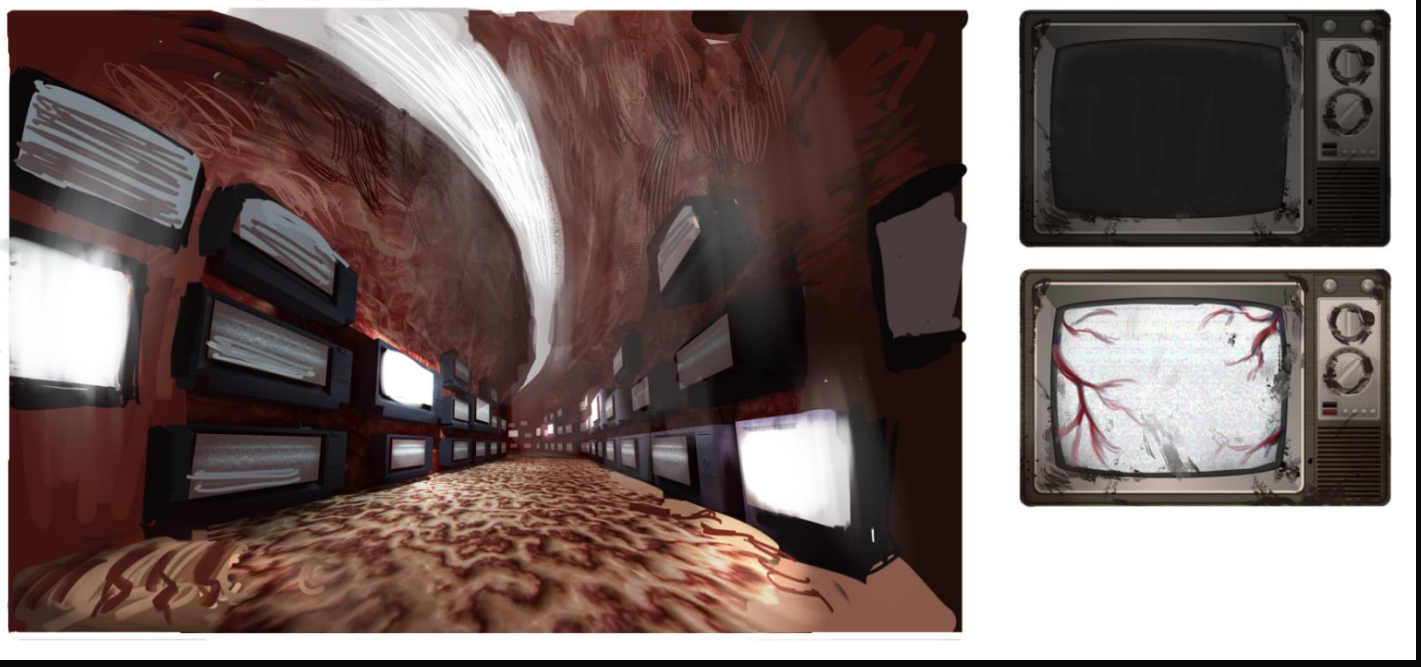
«Teletubby Basement 2.0: Tinky's room»



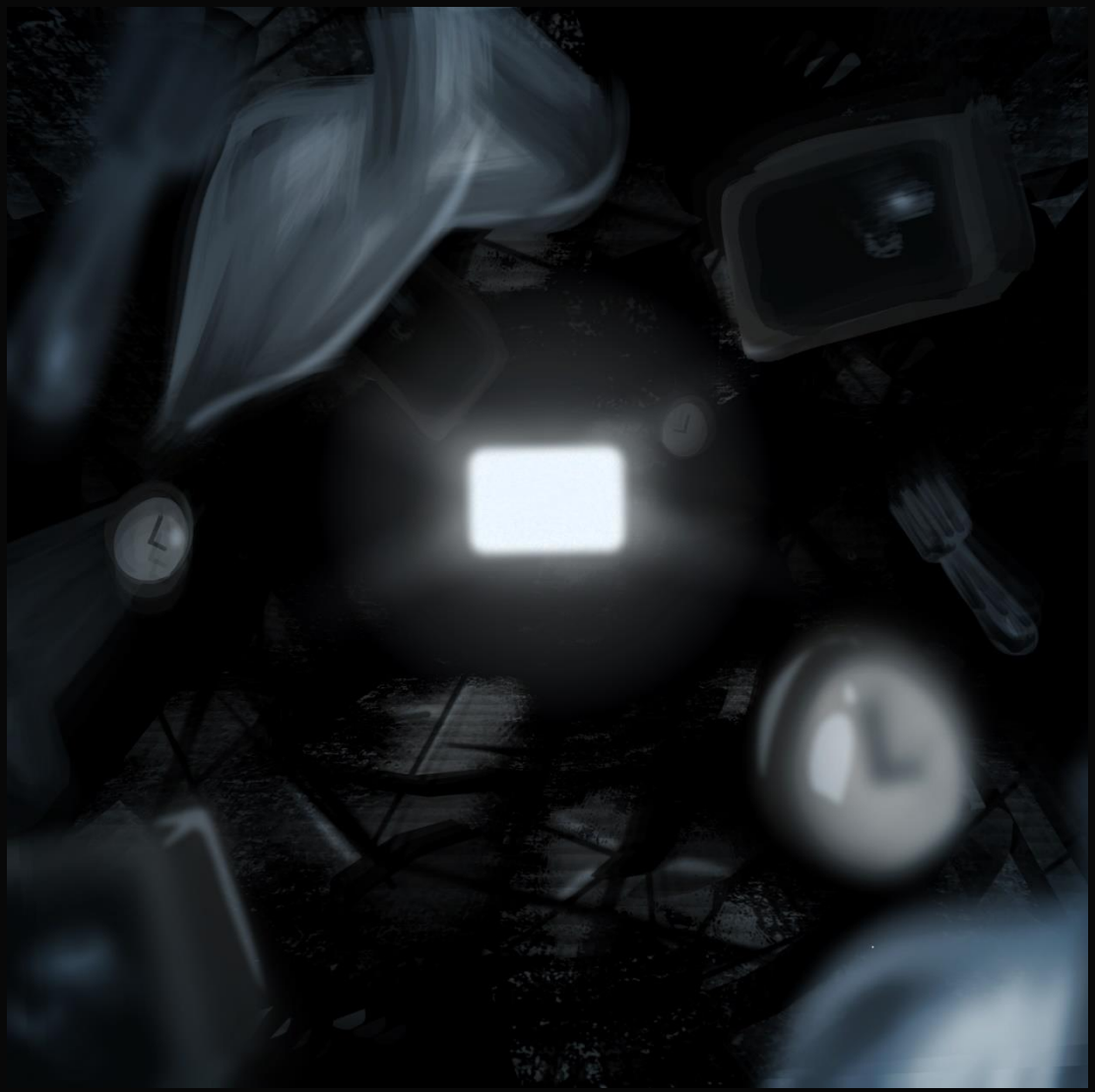
«Teletubby Basement 2.0: Laa-Laa's room»



«Teletubby Basement 2.0: Fish tank»



«Alternate dimension concept»



«Alternate dimension concept»

«Caves concept»

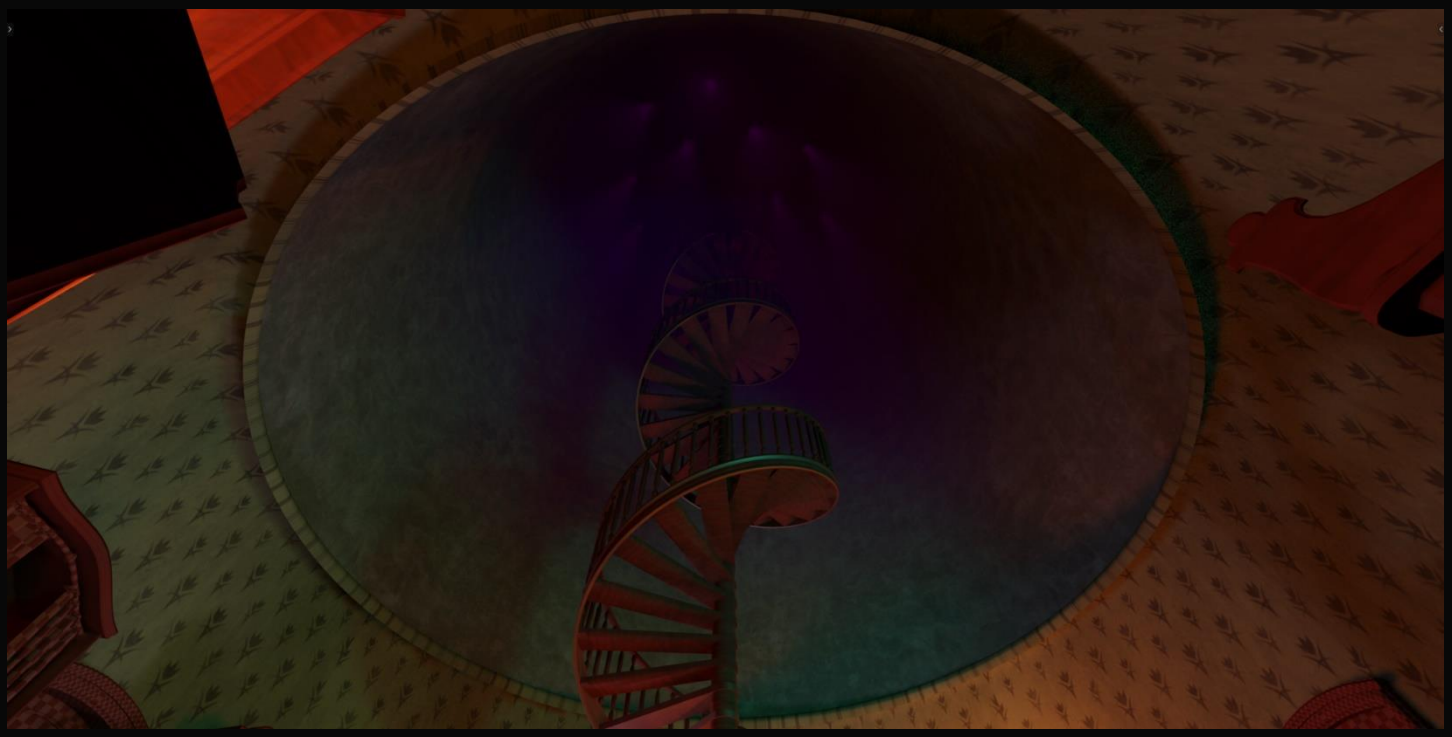
«Level detail sketch» :)

«Barn»

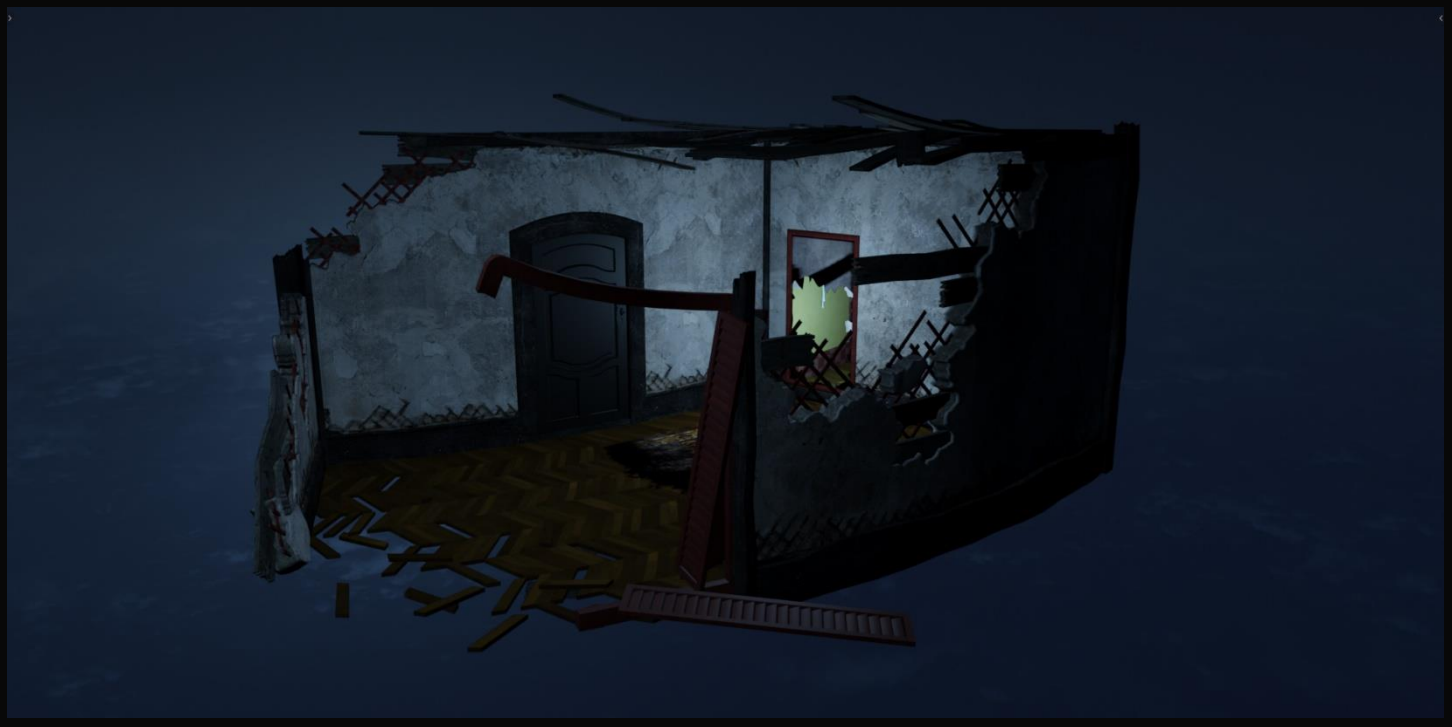
«Village house»

«Village house basement»

«Teletubby Basement 2.0 (Render)»



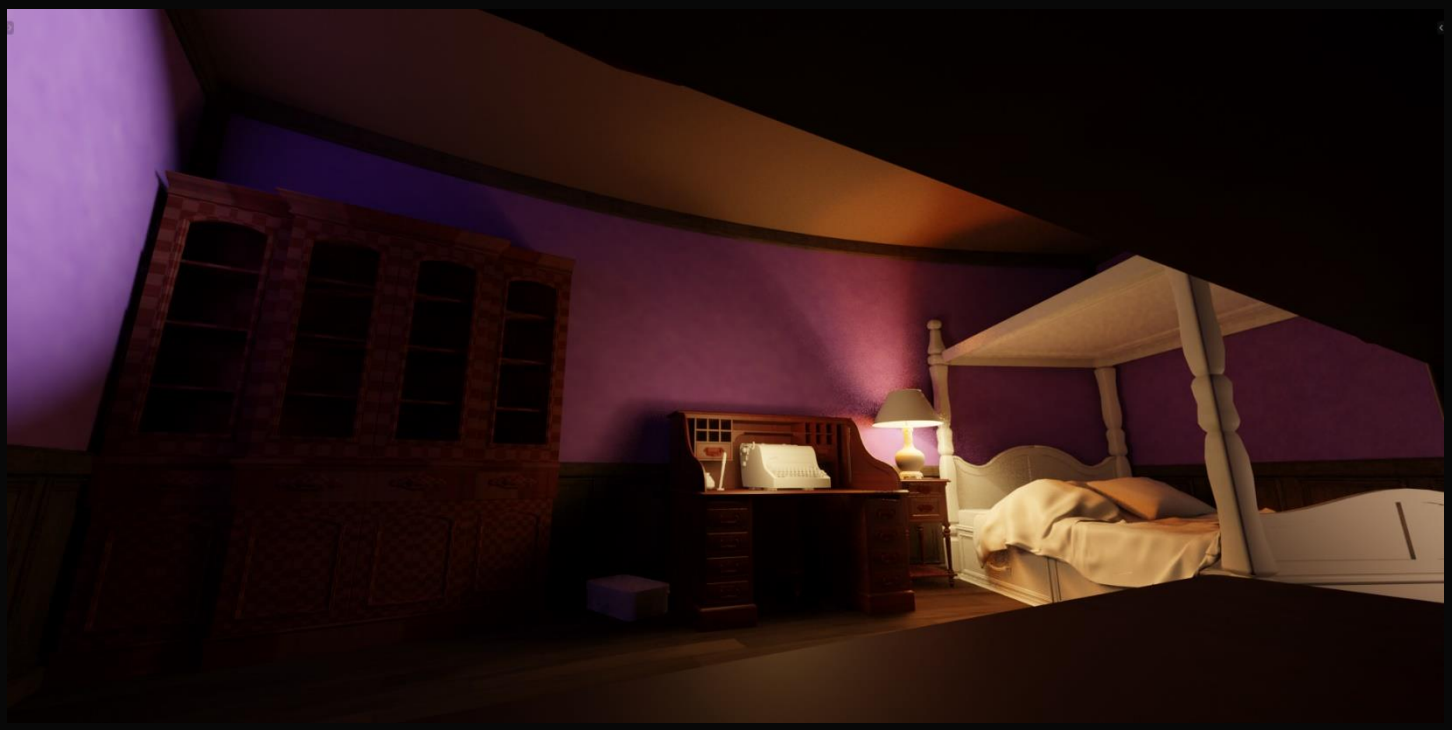
«Teletubby Basement 2.0 (Render)»



«Teletubby Basement 2.0 (Render)»

«Teletubby Basement 2.0 – LaaLaa's room (Render)»

«Teletubby Basement 2.0 – LaaLaa's room (Render)»



«Teletubby Basement 2.0 – Tinky's room (Render)»

«Teletubby Basement 2.0 – Tinky's room (Render)»

«Teletubby Basement 2.0 – Props (Render)»

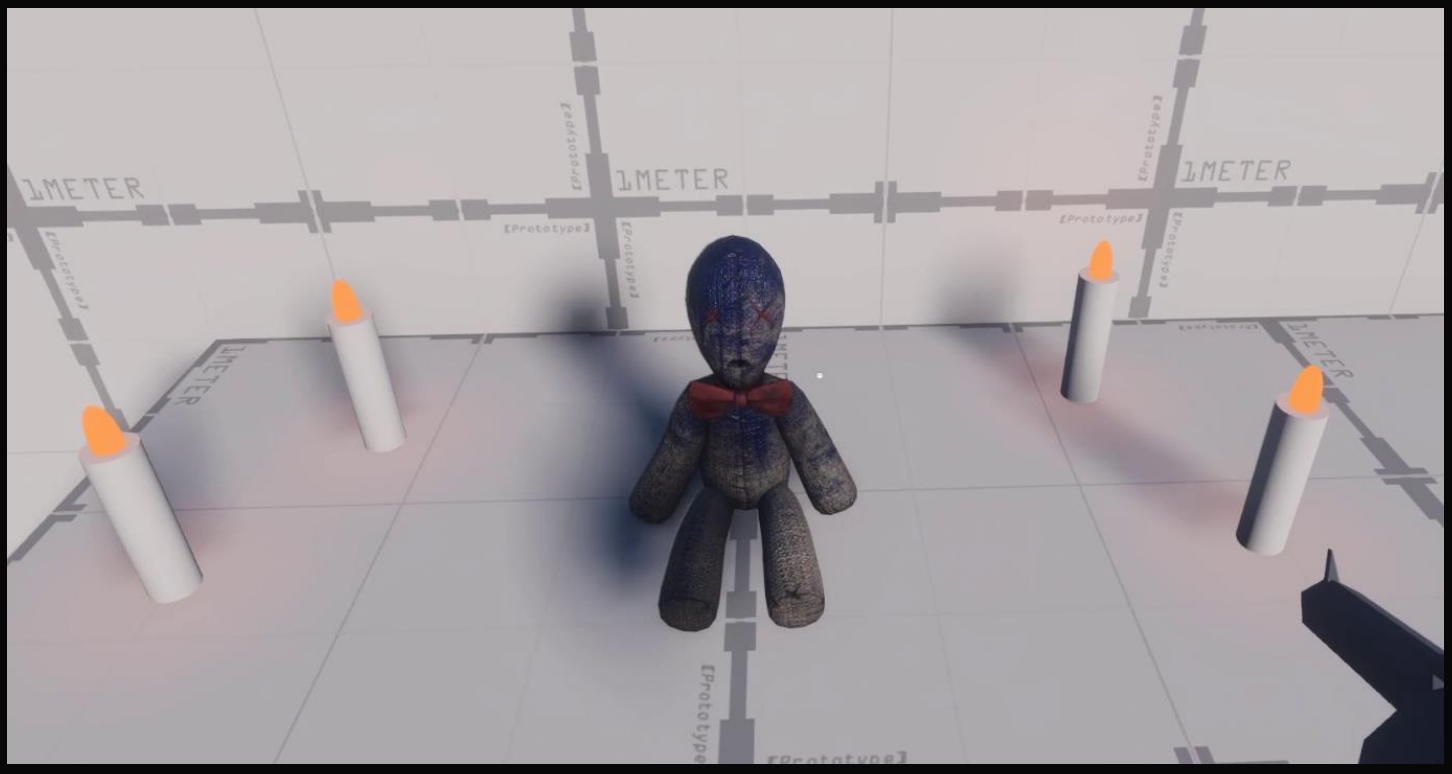
Various

«TV Remote mechanic concept»

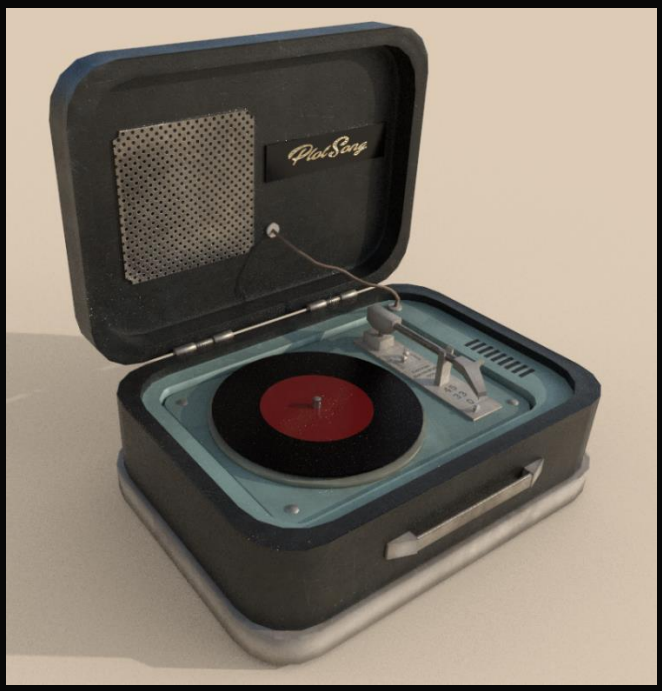
«Level design is hard»

«Doll»

«Untitled»



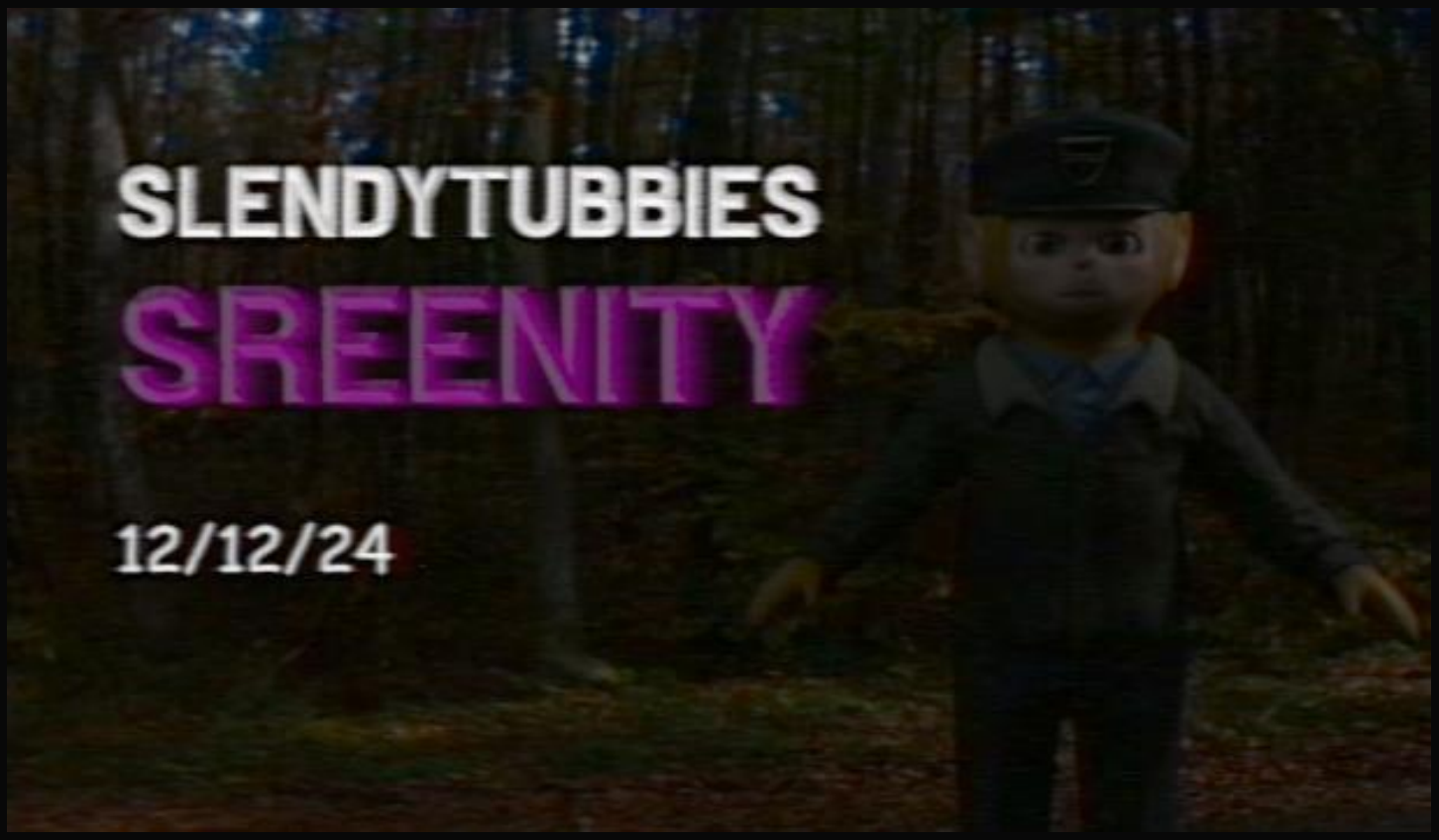
«Doll altar in game»



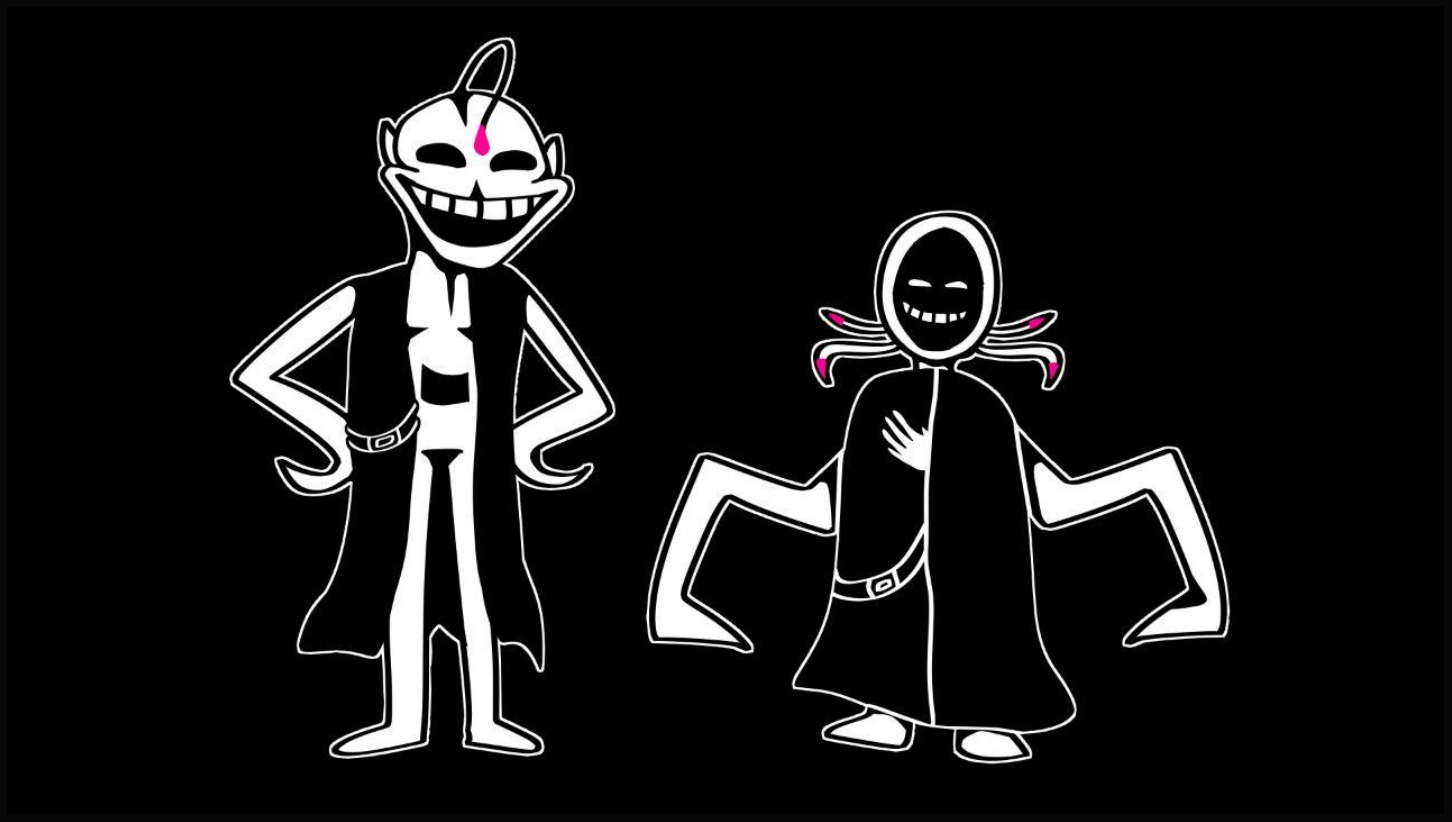
«Props»

«Rendering test»

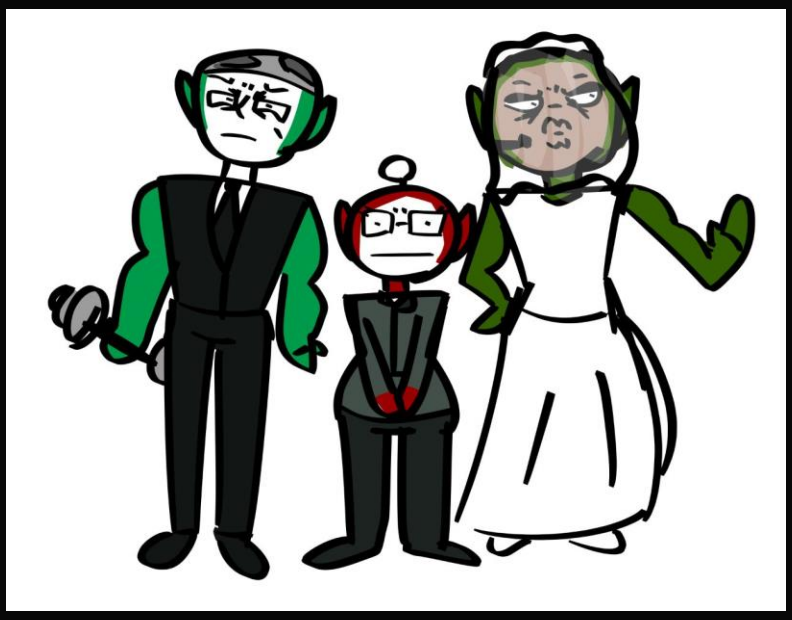
Bonus



«Teaser» image



«Seeker and the Seeker»



Credits

- Sergerado – Environment models, animation, level design
- Alex Hollow – Programming, game design
- Scandura – Character & Environment Art
- Renarder – Character models, Texturing
- FtRemus – Additional programming
- VWriter – The water physics

Thanks for reading!